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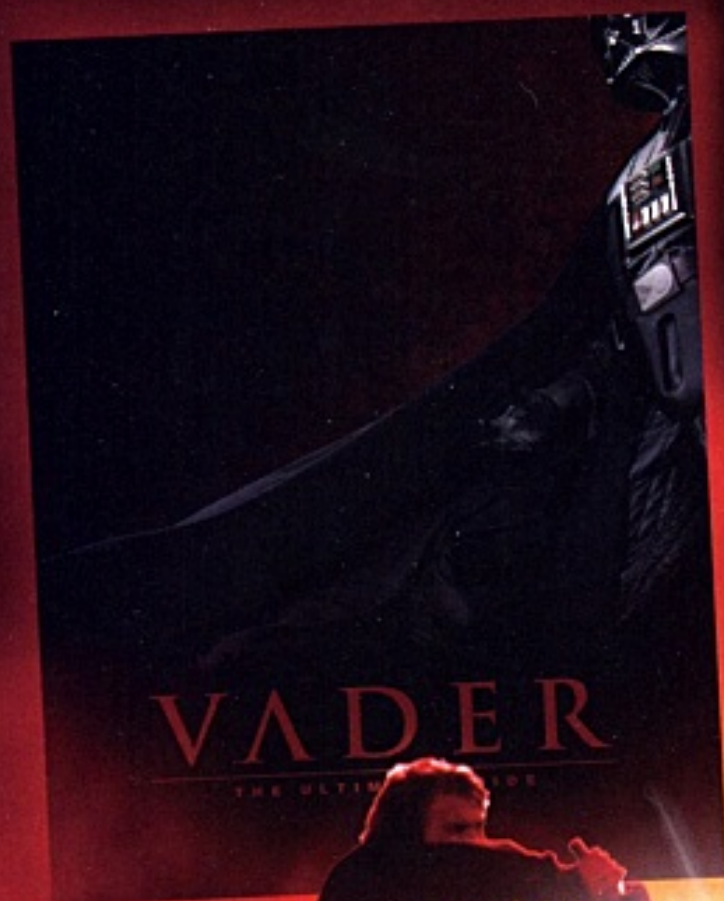
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In addition to multiple Jedi, thousands of clone troopers, and an evil Sith Lord, *Revenge of the Sith* also featured some pretty fantastical creatures. Take a trip with us as we explore them in their natural habitats. Just be sure to keep your hands and feet in the hovercraft at all times to avoid any personal injury.

52 HoloNet News*By Daniel Wallace with Pablo Hidalgo*

HoloNews Flash: The Jedi have been caught in an act of treason, and efforts to remove their presence from the galaxy are taking place. The new Galactic Empire, under the rule of Emperor Palpatine, is requesting that all citizens pledge their support to the new government and report any suspicious activities. Failure to comply will result in dire consequences for the offender. We now return you to your regularly scheduled programming.

64 Posters of Episode IV: *A New Hope**By Pete Vilmur*

With *The Star Wars Poster Book* about to be unleashed to the public, we thought we'd put together a little feature to show you what you won't see within its pages, from the film that launched a cinematic renaissance.

StarWarsShop.com

Don't miss the chance to get this year's holiday exclusive: a vac-metallized, red-finished Darth Vader!

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Some seem to think that the Fetts are cursed. We just think that's the price you pay for being notorious bounty hunters.

8 Skywalking: News from Around the Galaxy

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14 Jedi Library*By Jason Fry*

Steve Sansweet is a busy man. In addition to being everywhere at once this past year to spread the word about Episode III, he took time to co-author *The Star Wars Poster Book* and *Star Wars Chronicles: The Prequels* with Peter Vilmur and Pablo Hidalgo respectively. *Insider* was there to talk to him about these two massive projects, and we were happy to see he survived to tell his tale.

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76 Best of Hyperspace*By Pablo Hidalgo and Bonnie Burton*

Get a detailed account of all the sets used while making *Revenge of the Sith*, including the day each was shot.

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As if you didn't know already, 2005 was the year of *Revenge* and the rise of Darth Vader. *Insider* brings you some great fan art based on everyone's favorite baddle, and we also show you how one *Star Wars* family created the ultimate bedroom.

90 Emperor's Exhibit*By Matt Busch*

Kneel before Darth Vader—Dark Lord of the Sith!



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Who Doesn't Love Stormtroopers?

Stormtroopers. It just sounds cool, doesn't it. Sure, everyone has their favorite character—Darth Vader, Boba Fett (my personal favorite), Luke Skywalker, Mace Windu, Yoda—but if there is a more popular group of characters in the *Star Wars* universe I can't say (unless you count the Mandalorians, and I do). And since the first trilogy, just about anyone I talk to will speak about the Emperor's loyal minions with, dare I say it, affection. So what is it about stormtroopers that we all love so much? What is it about them that, despite their menacing disposition, makes them so endearing?

For me, it can be summed up in two words: the armor.

When I first saw *Star Wars* I was simply in awe of the stormtroopers' gear. Not only did they carry one of the best-looking weapons, their battle suit was just awesome—from the distinctive helmet to the chest plate to the utility belt and on down to the leg and shin guards. For many years there wasn't a day that went by that I didn't fantasize about having one of those suits. However, being seven years old, I didn't really have the cash resources or the time to really invest in such an endeavor, but it didn't keep me from dreaming.

More than just their mandated uniform, however, there was a mystique that surrounded these seemingly cold-blooded soldiers. The identities of the stormtroopers were just as intriguing as Vader's identity. Granted, Vader is the pinnacle of evil, but these soldiers of the Empire had audiences guessing as well. Were they robots? Were they cyborgs? Were they outrageously alien and hideous underneath it all? Were they just normal men? Or were they clones? See, back in 1977, not too much was made about clones, and as a youngster I didn't think about stormtroopers as being clones. Plus, there is only a cursory mention of clones (being the Clone Wars, as uttered by Obi-Wan Kenobi). After awhile, my friends and I decided that stormtroopers were really just men underneath it all and left it at that. And to a certain degree, we were right.

With the prequel films, we finally got to see these soldiers' origins in *Attack of the Clones*. And even though they were bred specifically to be soldiers and obey orders, and shared DNA with one of the galaxy's most ruthless bounty hunters, Jango Fett, they exhibited traits that were human, which made them seem less robotic. As we know, however, the clone troopers began their servitude by upholding what seemed like a righteous cause—namely to defeat the Separatists and disable their army of battle droids—before it all went south once Order 66 was given.

A great example of the clones' human side came through brilliantly in Karen Traviss' novel *Republic Commando: Hard Contact*. We were given a glimpse of what the brotherhood meant to each clone, and that they in fact had feelings for not only one another, but also for those whom they were sent to serve and protect. Plus, we got to witness the genuine camaraderie between Obi-Wan and Clone Commander Cody in *Revenge of the Sith*.

During the past year, I've received quite a few letters regarding why it is that the stormtroopers in the first trilogy seem to vary in height, if they are in fact clones from the same gene pool. The fact of the matter is that the Empire needed to find other genetic donors as the years went on, which would explain why some troopers seem different from one another in some cases. Of course, this would also explain why the stormtroopers in the first trilogy were such horrible marksmen. I highly doubt a clone sporting Jango genes would miss so badly, and so often.

When it's all said and done, and no matter what their affiliation, the Legion of Imperial Stormtroopers will continue to be one of my favorite things about *Star Wars*. And maybe someday I'll finally fulfill my wish and get my own suit of armor. I just fear that when that day comes, I won't want to take it off.

Brett Rector, Editor-in-Chief



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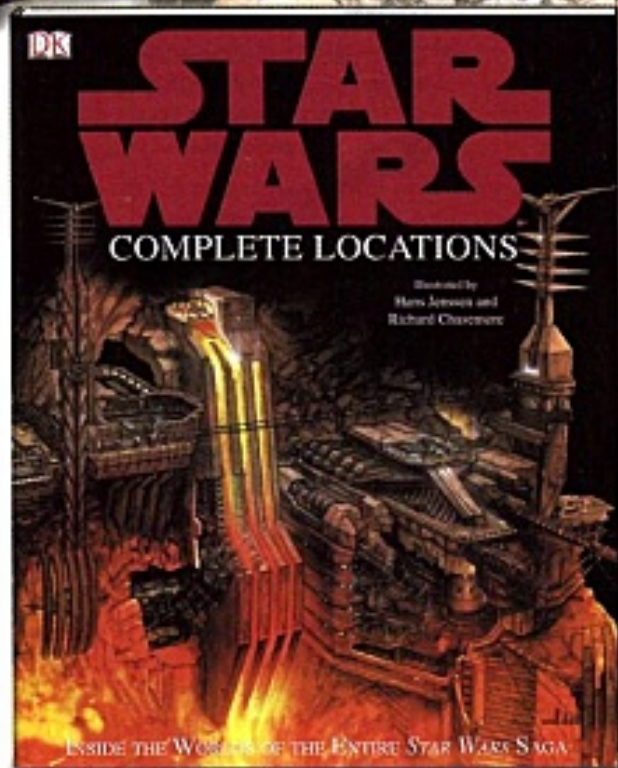
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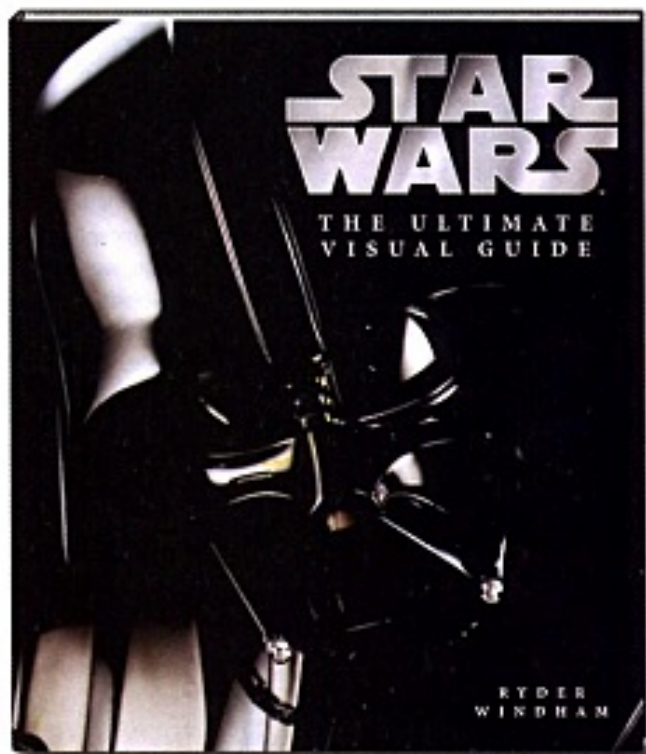
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All new material! Packed with fascinating features and full-color photos, this vibrant guide gives you the full story of the amazing *Star Wars* saga. From the origins of the evil Sith to the rise of the New Jedi Order, this millennia-expanding history explores the making of the movies, the vast empire of fans and merchandise, and the ever-expanding world of *Star Wars* novels and comics.



Are the Fetts A Cursed Family, or What?

DANG JETPACK....

My four-year-old and I have achieved our goal! Just recently we watched all the Star Wars movies we have on DVD in their correct order.

While finishing up this marathon, a revelation struck me while watching Return of the Jedi: The Fetts have no luck with their jetpacks. Allow me to explain.

In Attack of the Clones, Mace Windu defeats Jango. Why? Because his jetpack malfunctions, causing him to lose his head at the hands of the purple-bladed Jedi. In Episode VI, Han Solo defeats Boba. Why? Because his jetpack malfunctions, causing Fett to go crashing into Jabba's sail barge, and then ends with him rolling into the Sarlaac pit.

So it makes me wonder: If clone troopers had jetpacks, would their luck be just as bad?

—Mark Fenrick, Janesville, WI

It does seem as if the Fett boys have the worst luck in the galaxy. Either that, or it's just karma coming back to haunt them for all the suffering they've caused their bounties. Whatever the case may be, we here at *Insider* are pretty confident that not all clones who use jetpacks would meet a similar fate. And in case you're wondering, there are a select group of clones who do use jetpacks—just check out our cover feature "Guide to the Grand Army of the Republic," which starts on page 24.

What the clones really need to worry about is their aim. As we all know, the stormtroopers who came along in Episode IV had problems taking down, well, anyone who wasn't a Jawa, a sand person, or an elderly moisture farming couple.

STRAIGHT TO THE TOP

First off, great job with the magazine! I love all of the changes that you guys have made to Insider. One of my favorite features from the past year was definitely "Top Tension" in Issue 77, which gave us the top 10 original trilogy moments. I was hoping you'd consider running an article like that but for the prequel movies. I would really enjoy that in a future issue! There are so many to choose from, I'm sure you won't have any problems coming up with a great list. Thanks for reading my letter, and may the Force be with you at all times!

—Chris Agar, via Internet

As always, we're glad to hear when a particular story or feature strikes a chord with our readership, and we encourage everyone to tell us what they think. Honestly, a top 10 list based on the prequels is definitely something we're toying with, and we may even "Expand" upon it even further (see the letter, "Looking Toward the Future"). As we've recently seen, features dealing with subjective subject matter always create some heated conversation because, as you point out, there are so many moments to choose from. But hey—there's nothing wrong with a little friendly debate now, is there?

DEFINING POP CULTURE

I really enjoyed the "Star Wars in Pop Culture" program track at Celebration III. It was really interesting to see commercials that were aired before my time as well as past interviews and television specials that I didn't get the chance to see. The show had to be around three hours long, and I was not able to see it all at CIII. Are there any plans to release the complete collection to the public?

—Jonel Windsor, via Internet

We certainly have to agree with you there.

Seeing how Star Wars has so easily entered and dominated the realm of popular culture for the last 28 years is quite an accomplishment, and those blasts from the past are pure media gold. And it really doesn't get any better than seeing some of those old Kenner toy commercials that aired during the late 1970s and 1980s.

As of yet, there are no official plans to release that complete collection of pop-culture goodness, but maybe if enough fans get involved and express their desire for such a collection, it just may happen. However, we here at *Insider* can't make any promises. And just so you know, the pop culture track had a running time of more than eight hours!

THREE DOTS OR FOUR?

I'm curious about a little oddity in the original trilogy. Several years ago, I was writing a paper about Star Wars and I paraphrased the opening scroll. I used only three ellipses at the end, and my instructor correctly pointed out that there should be four. Recently, I noticed while watching Return of the Jedi that at the end of the scroll

there are only three ellipses. I checked Episodes I-V, and each end the scroll with four. I'm usually not too concerned with grammar; however, can you please explain why Jedi would be different in this case? Sorry about the mess.

—T.J. Devine, Ames, IA

You know, sometimes Sith just happens and things go uncorrected. In the case of the ellipsis issue in *Return of the Jedi*, it was simply a case of someone not recognizing that there should have been four instead of only three. What does this lesson teach us, you ask? Always check your work. However, we would like to add that sometimes, no matter how much effort has been taken to make sure everything is absolutely perfect, mistakes happen. As we all know, the world—dare we say the galaxy—is an imperfect place....



INCOMING TRANSMISSION

Due to a disturbance in the Force, we mistakenly misspelled author Michael Reaves' name in our last issue. He, along with writing partner Steve Perry, provided the fiction piece, MedStar: Intermezzo.



NO LOVE FOR DR. JONES

Every once in a while, you publish a letter from a fan wanting to see more coverage in Star Wars Insider of Indiana Jones and/or other Lucasfilm projects. Personally, I am much less interested in those topics and would like to see the magazine stick to covering Star Wars. (This is no longer the Lucasfilm Fan Club, after all.) While I think that brief news items related to other Lucasfilm projects might be appropriate, perhaps even have a page dedicated just to that, I feel a bit slighted when pages and pages of your magazine are taken up with coverage on Indiana Jones.

Wouldn't it be fairer to the fans of both franchises if Indiana Jones got its own magazine as Indy IV ramps up?

—Rob Cavicchio, via Internet

Let us start out by saying that you are not the first reader who wants to keep *Insider* all about Star Wars. But because we do ultimately try to report on anything to do with Lucasfilm, our magazine will sometimes feature stories pertaining to other movie projects, such as Indiana Jones. And really, the Indy franchise is probably one of the only extensive non-Star Wars-type feature readers will see.

In response to your suggestion that Indy fans should get their own magazine, that just isn't economically feasible. Unlike Star Wars, the world of Indiana Jones can't much expand beyond the good ol' planet Earth, seeing as how his exploits are contained within the 20th century. And therefore, such a publication likely wouldn't be able to sustain itself past a handful of issues. We like to point out that anyone interested in seeing more content on Indiana Jones can log on to the official site at indianajones.com.

WE GOT YER CLONE TROOPERS RIGHT HERE!

I've read Vader: The Ultimate Guide and loved it. My question is, do you have any plans to produce a clone trooper guide along the same lines (I for one would definitely buy it), or has there been anything of the sort in Star Wars Insider? I remember hearing about an issue that would focus on clone troopers, but I have yet to see one. I think it would be a great idea since there are so many variations.

—Leo Ruiz, Anaheim, CA

Thanks for really getting into the Vader guide! We had a lot of fun creating it, and the content is outstanding, from the original fiction piece by Karen Traviss to all the great exclusive artwork from notables like Jan Duursema, Chris Trevas, Joe Corroney, and Matt Busch.

As for a guide to clone troopers, well, unless you totally don't pay attention to magazine covers, it's hard to miss that it's in this very issue. Thanks to Ms. Traviss and Ryan Kaufman for an excellent piece! And before you ask, we will be running similar features in the issues to come. All we can say right now is: Mandalorian. Stay tuned!

VIDEO-GAME SNUB

First off, I just wanted to say that you have a wonderful magazine. Furthermore, I agree with many of the 20 most memorable EU moments (see Issue 83), but I'm stunned that none came from the video-game realm: Revan's identity or Bastila's declaration, "I will never fall to the dark side!" are both fine candidates. And I can't believe that Borsk Fel'ya's death could be more memorable than Anakin Solo's untimely demise mere days after stirrings of true love! Okay, I'm done nitpicking. MTFBWY!

—Julie Gilbert, Branchburg, NJ

LOOKING TOWARD THE FUTURE

I have been a Star Wars fanatic for three years now, and I have a lot of great things to say about Insider.

I loved your "20 Most Memorable Moments of the Expanded Universe." I've read a bunch of the EU material, and I agree with them all. My favorite EU moment occurred in the Knights of the Old Republic video game when Malak reveals that you, the player, are Revan. To me, that had the same magnitude as when Vader said, "I am your father" to Luke. Maybe for your 30th anniversary of Star Wars issue you could list the top 50 or 100 greatest moments to encompass both the movies and EU. That would be awesome!

—Robert Pigott, Sayville, NY

It's a very rare occasion when we lump together two reader questions and provide a response for both. However, Julie and Robert, as well as many other readers, felt very passionate that the revelations from LucasArts' excellent role-playing game, *Knights of the Old Republic*, were excluded from our list, as well as some other notable video-game moments featuring Kyle Katarn. And what is our response, you say? As we stated in a previous answer (see "Straight to the Top"), features such as these are very subjective. What one person thinks is important may not be as important to someone else. Plus the fact that there is so much happening in the Expanded Universe, we can't possibly list everything we'd like. The great thing is that all readers can make their voice heard by either posting a blog at blog.starwars.com or by posting a thread in one of the many fan forums available at starwars.com.

As for Robert's suggestion to create a massive list of the top 50 to 100 greatest moments of all time—combining both film and EU—hey, we just might do that. In fact, we're going to have to start now to be ready for when the time comes.

CORRECTING THE MASTERS

I just received the newest issue of Insider in the mail and read the "20 Most Memorable Moments of the Expanded Universe." I agree with them all, except The Death of Ton Phanan happened in X-Wing: Iron Fist not X-Wing: Solo Command.

If I had a say, my all-time favorite Expanded Universe moment has to be Luke and Mara's wedding ceremony in Star Wars: Union by Dark Horse Comics. Seeing as how I will be getting married soon, I found this particular moment quite entertaining as the groomsmen defend the ceremony from outside as Luke defuses a hostile situation from inside while still professing his love to Mara. And as for the Star Wars Holiday Special, I'm still waiting for it to appear on DVD.

—Eugene J. Lombardo Jr., via Internet

Didn't we just mention something earlier about mistakes happening...? And you certainly list an excellent choice for a favorite moment, especially considering you have something in common with the galaxy's most famous Jedi...that being, of course, your wedding. Let's just hope you don't have a similar confrontation. As for waiting to see the *Star Wars Holiday Special* on DVD, well, let's just hope you've arranged to expand your lifetime quite significantly.

FOR THE LOVE OF SITH

First of all, I just have to say that you guys produce the best magazine in the world! I love it to death!

Anyway, I saw Revenge of the Sith three times, and I really, really like it. My question is when will Episode III be released on DVD? Keep up the good work, and remember: The Force will be with you...always.

—Susie Raihala, Hammond, WI

Thanks for the compliments and your enthusiastic letter. Fortunately, you won't have to wait too long as *Revenge of the Sith* will be released on DVD on November 1, along with the highly anticipated video-game sequel, *Star Wars: Battlefront II*. You can read more about this announcement in *Skywalking News* starting on page 8. And be sure to check out *Insider* next issue for our big DVD blowout.

By Brett Rector

Star Wars Is Forever... At Comic-Con '05 and Beyond

PLUS, RELEASE DATE FOR EPISODE III DVD

THIS past July, it was time for the crew at *Insider* to hit the road and make our way back to San Diego for Comic-Con 2005. Once there, it was very evident that the rush of *Revenge of the Sith* was in full effect as thousands of fans made their way through the massive *Star Wars* pavilion. Everywhere you looked, folks were gathering to meet famous celebrities from the movies, to check out all the great products displayed by licensees, and to pick up some really cool swag at the company store, including the limited-edition Hologram Leia figure. Clearly, the excitement generated by all who attended solidified that *Star Wars* is Forever!

BIG NEWS ON STAR WARS DAY

As is the custom at Comic-Con, Steve Sansweet, head of fan relations at Lucasfilm, took the stage during the *Star Wars* spectacular on Saturday to update everyone on the latest developments happening within the company. In addition to showing a great behind-the-scenes featurette detailing some of the magic that went into creating *Revenge of the Sith*, Sansweet imparted a bit of knowledge about the move happening to the new Letterman Digital Arts Center at the



Presidio in San Francisco, which will see all of Lucasfilm's primary divisions—Industrial Light & Magic, LucasArts, Lucas Online, and Lucasfilm Ltd.—finally located at the same site.

Sansweet also announced that the new Lucasfilm Animation division is in full swing. "I'm very excited to be able to break the news...that pre-production has begun on the next generation of the *Star Wars* saga: a cutting-edge, 30-minute 3D computer animation series based on the Clone Wars that takes place between Episode II and Episode III." The new series, which Sansweet described as a melding of Asian anime and unique 3D elements, is slated to start airing sometime in 2007.

In preparation, Lucasfilm has already hired a number of key production and creative talent to lead the development, including Vice President and General Manager Gail Currey and Executive Producer Catherine Winder (*Ice Age*, *Aeon Flux*, and *Spawn*), as well as the Head of Lucasfilm Animation in Singapore, Chris Kubisch (*Harry Potter and the Chamber of Secrets*, *Titanic*).

After breaking the big news, Sansweet invited Episode III's Supervising Sound Editor and voice of General Grievous, Matt Wood, to the stage to





tell the tale about how he earned the role of the movie's iconic villain (by sneaking his audition tape in front of George Lucas) and how he created the character's raspy voice. Wood even had the presence of mind to bring sound equipment with him on stage to provide a very humorous demonstration.

As the presentation came to an end, Sansweet concluded by giving a few details about the *Revenge of the Sith* DVD (see corresponding article) and by showing one of the deleted scenes that will be made available. He also introduced "The Journey"—a special two-part video only available online to Hyperspace members, which shows a behind-the-scenes look at the production of Episode III from start to finish.

"I've been saying over the last year that as long as fans want *Star Wars*, *Star Wars* will be there for them," Sansweet said. "How else can you get this kind of rush?"

NATALIE PORTMAN ATTENDS COMIC-CON

The actress whose character gave birth to a hero and a princess made a surprise appearance at the *Star Wars* pavilion. Natalie Portman, better known to fans as the strong-willed Senator Padmé Amidala, attended this year's event to promote her new movie, *V for Vendetta*. To the delight of fans, the young actress also took the time to answer a few questions and take a few photos.



When one fan asked what her favorite role to date was, Portman replied, "It's hard to say, which movie role is my favorite because I think that each one is the chance to do something new, and doing something new is most exciting for me....But for *Star Wars*, I got to play the character at three different ages, so it was a little bit different each time."

FOR THE COLLECTOR

As is the custom, top Lucasfilm licensing partners attended the show to detail some of the new products that will be cropping up at a shop or online retailer near you. Hasbro began by unveiling its plans for the coming year, announcing the arrival of another wave of 3 1/4-inch figures from *Revenge of the Sith* for Fall 2005 to include Commander Bly, Commander Gree, a Wookiee commando, and hologram versions of both Jedi Knights Aayla Secura and Plo Koon. Then in 2006, collectors can look forward to the new Saga Collection, which will feature collector-focused figures balancing core and minor characters with waves themed by common battles and settings. All figures will have bases and other surprises that Hasbro promises to reveal later.



Master Replicas also came prepared with big news as it discussed plans to release the Obi-Wan Elite lightsaber replica (on sale this November), as well as the Darth Maul Force FX lightsaber, which will initially be sold as a one-bladed unit with separate adapter. When two units are purchased, they can be assembled to duplicate Maul's double-bladed saber in the Force FX form, which will then give it an impressive 8-foot span.

With the company's license to create *Star Wars* vehicles, Master Replicas has begun production on its second studio-scale AT-AT prop (see *Jabba's Collection*, page 74) and announced that the beloved *Millennium Falcon* would soon be produced.

Sideshow Collectibles, makers of premium format 1/4-scale figures and busts, made a huge announcement that it is going to join forces with Hasbro to produce a line of 12-inch figures to be released in 2006. "We're excited to expand our relationship with Lucasfilm and to begin working with Hasbro," said Greg Anzalone, CEO of Sideshow Collectibles. Added Derryl Depriest, Hasbro's director of marketing for the *Star Wars* brand, "We have chosen Sideshow to carry the torch because they have an unparalleled reputation for producing quality, limited-edition, 12-inch figures." Details about the lineup will be released at a later time.

Gentle Giant Studios was on hand to show off some of what it has going on for the next year. In addition to the next round of Clone Wars maquettes (as seen in Jabba's Collection, last issue), collectors can look forward to a few new statues, including Boba Fett, Darth Maul, and Luke on a tauntaun, as well as the much-anticipated Lando Calrissian bust. And be here next issue when we get a glimpse of the series five Bust-Ups featuring characters from *The Empire Strikes Back*.

And finally, Code 3 Collectibles, the makers of those wonderful 3D sculpted movie posters and high-end, die-cast replica models, gave attendees a glimpse at its latest products, including a Darth Vader TIE fighter and a new mini poster featuring the design for the *Revenge of the Jedi* (see Jabba's Collection, this issue). Both collectibles will be available within the coming year.

GAME ON!

LucasArts, Lucasfilm's premier in-house gaming division, dominated a big portion of the pavilion in 2005 as it showed off some of its hot, new games coming to consoles and PCs within the next year. First up was a hands-on demo of the highly anticipated sequel to last year's smash hit, *Star Wars: Battlefront II*, which will enable players to engage in single- and multiplayer clashes across many galactic battlefields.

New additions to the franchise included the ability to have dogfights in space and to play as Jedi characters. Next, attendees saw an early demo of the PC title, *Star Wars: Empire at War*, which is surely destined to become the next great real-time strategy game.

GET YOUR REVENGE ON DVD

The epic intergalactic adventure of the *Star Wars* saga is finally complete, and audiences can celebrate the unforgettable fun and thrills of *Star Wars: Episode III Revenge of the Sith* when the year's biggest boxoffice hit debuts November 1 from Fox Home Entertainment and Lucasfilm Ltd. The simultaneous release of *Star Wars: Battlefront II*, the sequel to the best-selling *Star Wars* video game of all time, makes November 1 a milestone day in *Star Wars* history.

The two-disc *Revenge of the Sith* DVD will include a brand-new, full-length documentary produced by Lucasfilm Ltd.; two new featurettes—one exploring the prophecy of Anakin Skywalker as the Chosen One, the other providing an in-depth look at the movie's eye-popping stunts; and a 15-part collection of Lucasfilm's groundbreaking "web documentaries."

"*Revenge of the Sith* gave audiences an extraordinary experience, and we want this DVD to do the same," said Jim Ward, senior vice president of marketing and distribution for Lucasfilm Ltd. "From the beginning of production, George wanted to be sure we chronicled everything that went into the making of Episode III specifically to create an incredible DVD experience. This DVD has literally been three years in the making, and it's going to be a fantastic way to complete the *Star Wars* saga at home."

Adding to the in-home *Star Wars* adventure is the release on November 1 of the eagerly anticipated *Star Wars: Battlefront II* from LucasArts, which adds all-new space combat, playable Jedi characters, and never-before-seen environments straight out of *Revenge of the Sith*. The game will be released for the PlayStation 2 computer entertainment system, Xbox video-game system from Microsoft, Windows platforms, and Sony PSP. Fans of the original *Star Wars: Battlefront* will also enjoy an all-new single-player experience that takes players through an epic, story-based saga centering on Darth Vader's elite 501st legion of stormtroopers where every action the player



"IT'S REALLY GOING TO BE A TERRIFIC CELEBRATION OF THE ENTIRE SAGA."

takes impacts the battlefield and, ultimately, the fate of the *Star Wars* galaxy.

The *Revenge of the Sith* DVD will offer access to a special Xbox-playable demo of two entire levels from LucasArts' *Star Wars: Battlefront II*.

"The combination of *Revenge of the Sith* on DVD and *Star Wars: Battlefront II* makes November 1 a watershed day for *Star Wars* fans. It's really going to be a terrific celebration of the entire saga," Ward said. In addition to its debut in the U.S. and Canada, *Revenge of the Sith* will debut on DVD in most major territories around the world on or about the same day.


The DVD release of *Revenge of the Sith* marks the first time that fans can own all six episodes of the saga. "After seeing *Revenge of the Sith*, moviegoers around the world told us that they immediately wanted to watch Episode IV to see how the entire saga comes together, and now they'll be able to do just that, making the *Star Wars* experience richer and more exciting than ever," Ward said.



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JOSHUA KATZ NAMED VP OF MARKETING AT LUCASFILM

Joshua Katz, an entertainment-industry veteran who has led the successful launch and marketing efforts behind such

major cable networks as Cartoon Network and VH1, has been named vice president of marketing for Lucasfilm Ltd.

"Katz will lead the global marketing initiatives for all upcoming television and feature-film projects from Lucasfilm Ltd., and also guide the company's corporate-branding projects," said Mich Chau, Lucasfilm's president and chief operating officer.

"Joshua has been a guiding force in developing successful, innovative marketing and branding campaigns for some of the most well-known entertainment properties in the world," Chau said. "As Lucasfilm broadens its creative efforts to include both animated and live-action television projects, we are looking to Joshua's impressive expertise and background in the television industry to help us position our company for great future success."

Jim Ward, a senior vice president of Lucasfilm Ltd. and president of the LucasArts video-game division of Lucasfilm, added: "Joshua has a great combination of business savvy and creative energy that will bring a fresh approach to Lucasfilm's upcoming initiatives."

Since 1998, Katz's St. Louis-based consulting practice The Halo Effect has helped reshape the brand identity of such well-known cable channels as BBC America and Court TV, and prominent media entities including *Playboy* and *Spin Magazine*.

Katz also served as executive producer of The Vibe Awards on UPN, which he developed and sold to the network, and developed and executive produced the first season of *Weekend Vibe*.

Prior to starting The Halo Effect, Katz was senior vice president of marketing at VH1, where he successfully rebranded the network and developed marketing and promotions initiatives that led the network to unprecedented growth.

Katz was also a member of the launch team for Cartoon Network, and as head of marketing designed and led marketing efforts that established the network's well-known brand image.

Katz is a native of St. Louis and a graduate of Tulane University in New Orleans.

CLONE WARS VOLUME 2 SCORES ANOTHER NOMINATION FOR EMMY AWARD

As it did with its first volume of action-packed animated adventure, *Star Wars: Clone Wars Volume 2* scored an Emmy nomination in the category of Outstanding Animated Program (for Programming One Hour or More). It won an Emmy Award in this category last year. Chapters 21-25 were the episodes that led directly into the events of *Revenge of the Sith*, featuring the capture of Chancellor Palpatine and Anakin Skywalker's vision quest on the planet of Nelvaan.

Congratulations to the talented individuals recognized in this nomination: Genndy Tartakovsky,

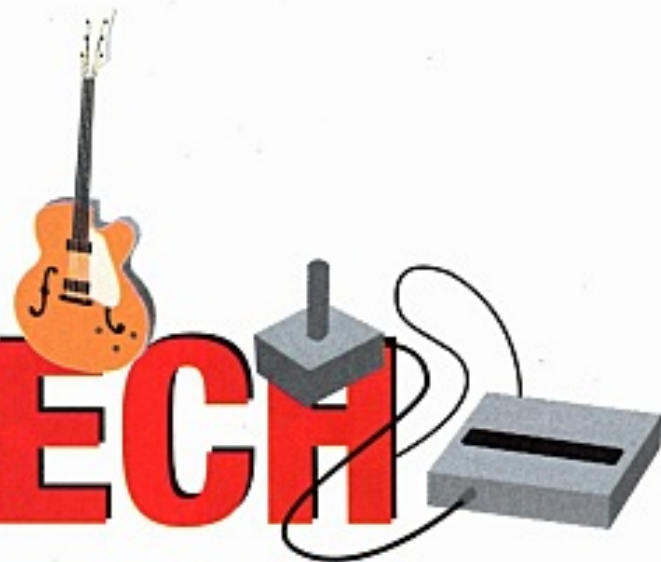
Paul Rudish, Darriek Bachman, and Bryan Andrews; Executive Producers Claudia Katz and Brian A. Miller; Supervising Producer Jennifer Pelphrey; Producers Geraldine Symon and Shareen Carlson; Supervising Director Yu Mun Jeong; Directors Dong Soo Lee and Jong Ho Kim; Director of Computer Animation Scott Vanzo; and Sheet Timers Robert Alvarez and Randy Myers.

Also nominated for an Emmy award was the in-depth documentary *Star Wars: Empire of Dreams*. A television version of the DVD-documentary produced by Prometheus Entertainment in association with Fox Television Studios and Lucasfilm Ltd. aired on A&E. This special was nominated in the category of Outstanding Sound Editing for a Miniseries, Movie, or a Special. Congratulations to Michael Alexander, Michael Baum, Doug Farris, Dave Hakala, Alan Halcon, Gary Heimann, Mark Hoover, Adrian Marclanti, Noah Mathers, John Sweet, Ian Vollmer, and Chris White.

The 57th Annual Emmy Awards air on Sunday, September 18 on CBS.



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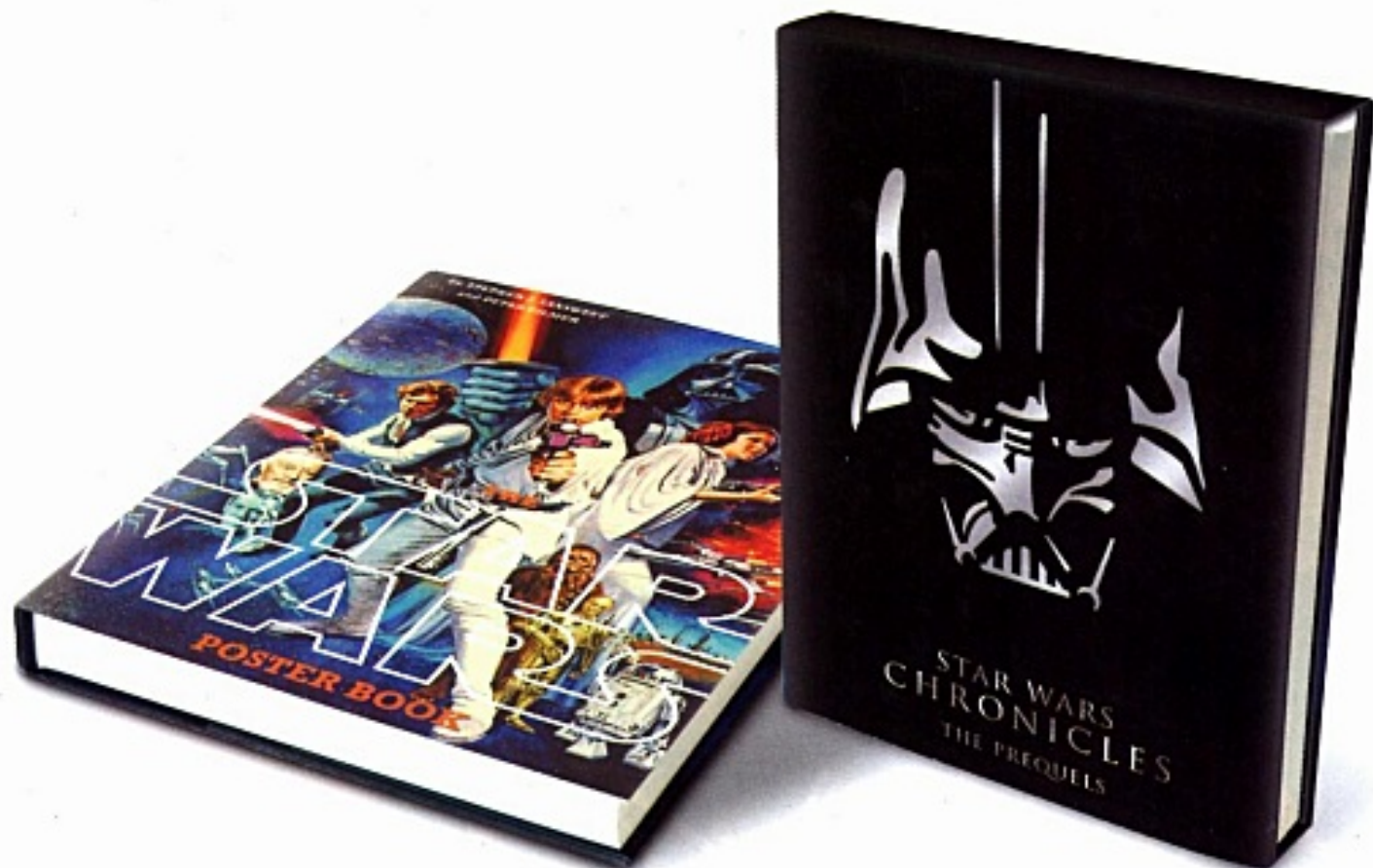
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By Jason Fry

Collecting History:

TWO BOOKS THAT DELVE INTO STAR WARS LORE



"I collect a couple of *Star Wars* things here and there."

It's among the bigger understatements one can make, and Steve Sansweet offers it with a knowing chuckle—after all, the Lucasfilm Director of Content Management and Head of Fan Relations is only the world's most famous *Star Wars* collector. He's also a winning evangelist for collecting, writing passionately in the *Insider* and elsewhere about collecting for the joy and friendship of it. And he's fascinated by the stories behind action figures, posters, and the host of other *Star Wars*-related items.

Now that the movies have been completed, Sansweet has cowritten a pair of new books that will pique the interest of fans and collectors alike. The first, *The Star Wars Poster Book* (Chronicle, \$50), is a comprehensive guide to the dizzying number of posters that have advertised and celebrated the saga since 1976. The second, *Star Wars Chronicles: The Prequels* (Chronicle,

\$150), is a companion to the massive, slip-cased book—a veritable visual tour de force (pardon the pun)—released in 1997 about the first trilogy, which features a collection of photos, behind-the-scenes shots, and "in-universe" information on the characters, creatures, ships, and locales seen in the three prequels.

A GALAXY OF IMAGES

The *Poster Book*, cowritten with longtime friend and poster expert Peter Vilmur, showcases a collection of 350 of the saga's best works of art in full color and lists more than 2,000 others with a guide to their scarcity. Sansweet notes that he and Vilmur didn't want to make a price guide, and the *Poster Book* is far more than that: Each chapter begins with an introductory essay, and even the captions are jammed full of interesting information, whether it's about what the artist had in mind or an explanation of what's strange or unique about the poster. The *Poster Book* is

simultaneously an art book, an investigation of the craft of poster making and movie marketing, and an exploration of how great movie posters become such powerful pop-culture presences.

Sansweet notes that *Star Wars* now stands virtually alone—at George Lucas' insistence—in continuing to use painted posters for the key art of movie campaigns instead of photographs. "George has always loved the painted poster," Sansweet says, noting that the Big Rock Ranch's halls are filled with "wonderful, often-oversized movie posters from silent movies through the 1950s and 1960s, and even into the 1970s." (A Polish poster for 1969's *Butch Cassidy and the Sundance Kid* hung in Sansweet's old office.)

The focus isn't solely on painted posters that evoke the Golden Age of movie art, though, and it reaches far beyond those released in the United States. Some of the most eye-catching posters for the first trilogy came from overseas releases with local artists illustrating the saga in ways that



This Darth Maul foursome exhibits the Sith Lord's fearsome visage on posters from England, Canada, Australia, and the U.S. (clockwise from top left).

ranged from beautiful to bizarre to both simultaneously (as witnessed by the Russian posters from the belated 1990-91 release.)

Local artists' quirky takes on *Star Wars* are largely a thing of the past, Sansweet explains with a touch of regret. The years between the first trilogy and the prequels were also the years in which the movie business evolved to embrace worldwide releases and international marketing campaigns, spelling the end for different art in different countries. This isn't to say campaigns tailored to specific countries are no more as Episode II's clever series of World Cup tie-ins prove. But nowadays, such posters tend to be photographic compositions or CGI, not painted works.

Sansweet recalls that he first pitched the idea of the *Poster Book* to Lucasfilm in 1994. "It only took a couple of years," he says with a laugh,

adding that "in many ways, I am very happy it did not happen then. This is the perfect time to do the book with all six movies completed."

Research for the book meant far more than gathering posters to be photographed. Sansweet and Vilmur conducted more than 50 interviews with artists, former Lucasfilm officials, and others, seeking to reconstruct the artistic and marketing decisions that led to a number of now-iconic images, and to explore how those images became part of pop culture. The result is a book Sansweet calls "an archaeological dig into the world of posters."

For example, the book tells the story behind Charles White III and Drew Struzan's breathtaking Style "D" one sheet, popularly known as the "Circus Poster," that accompanied *Star Wars*' 1978 re-release. Sansweet and Vilmur discovered the



The AT-ATs were added to Roger Kastel's exquisite artwork for the Hong Kong version of the Empire Style "A" poster.

Amerykański film fantastyczno-naukowy
GWIEZDNE WOJNY Reż.: George Lucas
Graj: Mark Hamill, Harrison Ford, Carrie Fisher,
Alec Guinness. Prod.: Lucasfilm-20th Century Fox



C-3PO braves a hailstorm of stars in this rare *Star Wars* poster by Polish artist Jakob Erol.

poster hadn't actually been created for the 1978 re-release at all but rather for *Star Wars*' original release and had been held back in favor of other art. "[Lucasfilm had] committed to going down one path, and they went down that path," Sansweet says of what now seems like an odd decision, 20/20 hindsight being what it is.

For the collaboration, White turned to Struzan, his art-school classmate, because he felt



The artwork for the famous 1978 Star Wars Style "D" poster, also known as the "Circus" poster, was actually completed by artists Charles White III and Drew Struzan before the film opened in May, 1977.

capturing the main characters' likenesses in oil would best suit the 1940s feel of the poster, and oil portraits were a Struzan specialty. (During the process, getting Struzan's oils and White's water-based airbrush work on the same board would prove to be a technical challenge.) As for the wild posting look, it was a clever solution to an unforeseen problem: There wasn't enough room on the original poster for all of the film's credits. As a solution, White and Struzan extended the bottom and sides by recasting the original poster as part of a collage on a wall. That created room to add another poster with those pesky credits and for a separate image of Ben Kenobi, whose life White presciently noted was an earlier story (the inset of Han Solo was also added to the main poster).

Reporting for the *Poster Book* offered solutions to other mysteries as well. The original art for the "Circus Poster" vanished long ago, a perplexing detail that had long intrigued Vilmer and his fellow poster collectors. By talking to a number of people, Vilmer and Sansweet were able to figure out where the art was—and when it then turned up at auction, a happy ending was arranged.

"It's back in George's hands," Sansweet says.

CHRONICLING THE PREQUELS

Those who've had a copy of *Star Wars Chronicles* in their hands know it's one of the crown jewels of *Star Wars* collecting—a beautiful slip-cased omnibus that uses everything from concept art-work to production stills to show the first trilogy in

jaw-dropping detail. Virtually every denizen of the Mos Eisley cantina gets multiple close-ups, for instance, down to Ponda Baba's different hand designs, and the same goes for all eight holomonsters from the *dejarik* game played by Chewbacca and R2-D2 aboard the *Millennium Falcon*. Then there are the behind-the-scenes shots like the one of Lucas and Greedo that reveal the Rodian bounty hunter's human feet—in pink pumps. Or there's the section on *The Empire Strikes Back*, which includes a rare glimpse of the filming of the original Emperor Palpatine, then an elderly woman in makeup with chimpanzee eyes matted over the footage. (This rather strange effect was replaced for the DVD with newly shot footage of Ian McDiarmid, tying *Empire* in with *Return of the Jedi* and the prequels.) And *Chronicles* gives *Star Wars* its day in the sun, not to mention the two Ewok movies—and even the rarely discussed *Star Wars Holiday Special*.

The first *Chronicles* has a somewhat strange pedigree. It was the brainchild of Sansweet pals Elmer Takeda and Seiji Takahashi, whose original idea was a book offering pictures of everything in the Lucasfilm archives from every angle. Sansweet cheerfully admits that he thought the original idea was a bit crazy, but he agreed to put his friends together with Lucasfilm's publishing department, which then decided to try such a book as a Japanese-only edition. After its publication in Japan in 1995, *Chronicles* became a rare, much-desired collectible in the U.S., paving the way for a domestic version of the book two years later.

With the prequels returning *Star Wars* to the big screen, a companion volume examining Anakin Skywalker's rise and fall into darkness was a logical step. After Sony approached Lucasfilm,

it was decided that Japanese and U.S. versions would proceed in parallel this time.

Like its predecessor, *Chronicles: The Prequels* is an oversized volume that uses a wealth of photographs—more than 3,000—to cover every aspect of the new trilogy, from characters and costumes to creatures and sets, complete with explorations of the design process, insider accounts that take you behind the camera, and a generous helping of information from the "expanded universe" of *Star Wars* fiction. Sansweet and Pablo Hidalgo took on the task of writing the text for the U.S. version of *Chronicles: The Prequels*, a collaboration that Sansweet says benefited immensely from Hidalgo's presence on the Episode III set. "Pablo carried a huge percentage of the load on this, I've got to tell you," Sansweet says.

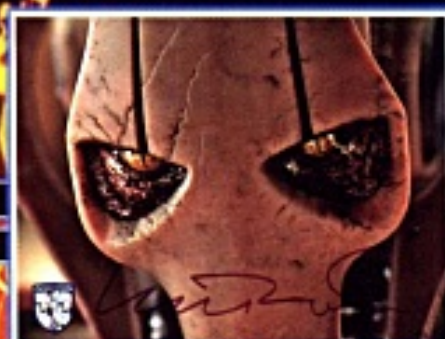
One intriguing difference between *Chronicles* and *Chronicles: The Prequels* is that the first trilogy's "hand props" and full sets were carefully constructed and then photographed from a loving variety of angles. But for the prequels, many of those props and sets were CGI, meaning they didn't exist outside Industrial Light & Magic's computers. That may sound like a problem, but it was easily solved: ILM could rotate a CGI object to re-create any angle sought by a real-world photographer.

Inevitably, the mismatch between publishing's long lead times and movies' up-to-the-last-minute schedule came into play. Sansweet recalls that toward the end he, Hidalgo, former Art Director Iain Morris, and Keeper of the Holocron Leland Chee were pulling photos left and right and throwing them "at the poor designer" at *Chronicle*. Meanwhile, two-page spreads for planetary



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vistas, such as Felucia and Mygeeto, were frighteningly blank very late in the process. "We were right up against and really over the deadline and still waiting for ILM to do photo comps," Sansweet says, adding "it was a little hairy—but it was also a lot of fun."

True completists, take note: Sansweet says the U.S. and Japanese versions of *Chronicles: The Prequels* wound up proceeding on different schedules with completely different texts and some picture substitutions. There "will really be two different books in English and Japanese."

Sansweet explains, adding, "It will be interesting to compare them."

During the past year, Sansweet has been making the convention rounds and pondering ideas for future books. He acknowledges that "people keep asking" about another volume of the *Star Wars Encyclopedia*, a project he thinks will probably happen in the near future. Meanwhile, Sansweet has a dream project he keeps turning over in his mind: an exploration of his personal collection that would tell the tales behind each piece and explore how *Star Wars* became such a part of worldwide pop culture.

"That would be a fun book for me to do because it would be a very personal book," he says, noting that it would delve into the psychology of collectors: Are they obsessive-compulsive? Searching for order? Intrigued by the drama of the hunt?

"It's all those different questions I think I would ask myself and force myself to answer," Sansweet says.

That, however, is a tale for another time.

SPHA-T

THE PROPELLED HEAVY ARTILLERY TURRETS (HATs) were the most complex and expensive pieces of the *Star Wars* production. They were designed by Rick Baker and built by the team at ILM. The HATs were used in the final battle of the Clone Wars, where they played a crucial role in the defeat of the Separatist forces.



QUI-GON JINN

Qui-Gon Jinn is a Jedi Master and a member of the Jedi Order. He is a wise and powerful figure, known for his leadership and his role in the Clone Wars. He is played by Liam Neeson in the movie.



OBI-WAN KENOBI

Obi-Wan Kenobi is a Jedi Master and a member of the Jedi Order. He is a wise and powerful figure, known for his leadership and his role in the Clone Wars. He is played by Ewan McGregor in the movie.

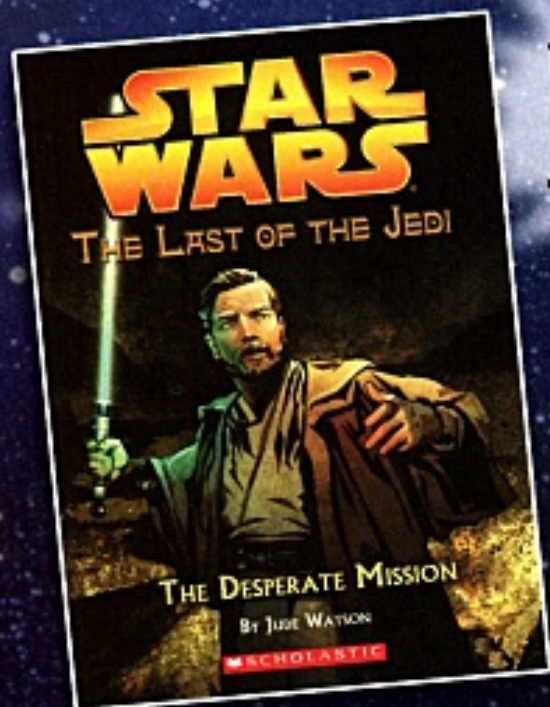


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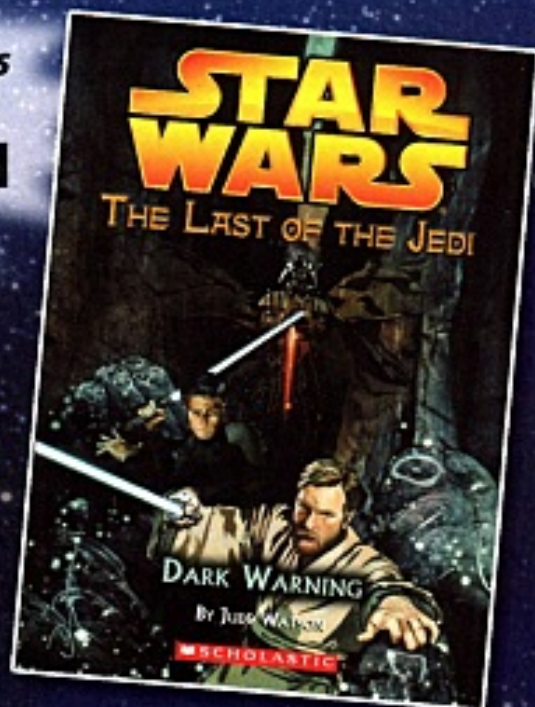
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By Daniel Wallace

Wipe Them Out, All of Them:

VADER GETS INTO HIS VILLAINOUS GROOVE IN *PURGE*

THE Jedi purge has been a part of *Star Wars* lore since 1977, when old Ben Kenobi revealed that "a young Jedi named Darth Vader" had helped the Empire "hunt down and destroy the Jedi Knights." *Revenge of the Sith* finally showed the shocking details of the purge with clone troopers shooting their Jedi commanders in their backs and Vader slaughtering everyone in the Jedi Temple, including a roomful of Padawan younglings.

But Episode III didn't reveal the entirety of the Jedi purge. The film took pains to show that there were still Jedi left in the galaxy despite Darth Vader and Darth Sidious' double-cross (witness Yoda and Obi-Wan's efforts to reprogram the Temple's homing beacon). Clearly, more Jedi will have to die between the events of Episode III and the moment when Grand Moff Tarkin declares of the Jedi that "their fire has gone out of the galaxy." Enter *Purge*, a one-shot comic by John Ostrander and Doug Wheatley coming this fall.

"The story takes place early in the days of the Empire," says Ostrander. "Vader isn't yet the character we'll know later; there's still a lot of Anakin in him." Although Emperor Palpatine doesn't think the scattered Jedi survivors constitute a threat, Vader wants to hunt them down, and none more so than Obi-Wan. In *Purge*, Vader learns of a secret gathering of Jedi planning to overthrow the Sith. When he hears that Obi-Wan is presumably among their number, he makes plans to crash the party.

"At the time of *Purge*, [Vader's anger] is focused on one person: Obi-Wan," says Ostrander. "Kenobi left him to die painfully in the lava, [and] Vader probably blames Obi-Wan for bringing Padmé to Mustafar." Vader's hatred for his former Master is a microcosm of the bitterness he holds toward the Jedi, who in his eyes manipulated him from the start. "Perhaps, in killing the Jedi, Anakin/Vader feels he is killing off the part of him that is still a Jedi."

There is not only anger in him—there is darkness and despair," says Ostrander.

Do Vader's spasms of violence act as cover-ups for his internal self-loathing? His first moments inside the armor came with the added curse of learning that he had killed Padmé and,

to his understanding, the child she carried. Ostrander sees Vader's struggles on universal terms. "The ones he most wanted to save, the ones whom he wanted to live forever, the ones for whom he sacrificed everything he was and embraced the dark side [were] the ones he could not save—any more than he could save his mother. So he lashes out. Is he that different in that aspect than some people we may know or even ourselves at times?"

By its very title, *Purge* doesn't imply a happy ending for the Jedi that gather at the secret conclave, but Ostrander promises surprises along the way. "There are several twists before it all ends," he says, "and don't assume you know how it will end. I have some tricks up my sleeve."



THE MIGHTY QUIN

In the history of *Star Wars* comics, Jedi Master Quinlan Vos has accomplished more than almost any other original character. Since his debut five years ago in issue #17 of *Star Wars* (later renamed *Star Wars Republic*), Quinlan has appeared in the majority of subsequent issues as fans followed his dance with the dark side as a double- and triple-agent during the Clone Wars. In *Revenge of the Sith*, Quinlan even earned a shout-out from Obi-Wan Kenobi, who spoke the line, "Master Vos has moved his troops to Boz Pity." (Quinlan's Padawan, the blue-skinned Twi'lek Aayla Secura, earned onscreen cameo roles in Episodes II and III.)

But the movie also marked the death of many great Jedi, and Quinlan Vos was no exception. As revealed in the comics adaptation of the movie, he perished on Kashyyyk when traitorous clone troopers executed Order 66.

Writer John Ostrander and artist Jan Duursema brought Quinlan to life, and in *Republic* issues 81 thru 83, they have the sad task of detailing the events surrounding his untimely end.

"Jan and I felt that the comics fans should get the full story of his ending in the regular comic and not just a few panels as part of the movie adaptation," says Ostrander. As the story is set on the Wookiee homeworld, readers will get to see more of the Battle of Kashyyyk as well as a visit from longtime supporting character Vilmarh "Villie" Grahk, the amoral Devaronian con man. "In this final Clone Wars story, Quin realizes who he is and what he is meant to do," says Duursema. "There are things greater than his desire to make things right. And I think that does make him a hero."

Quinlan has never been a one-note character. He has evolved throughout a complicated war-time story arc, from hero to villain and back again. Duursema sees standout issues in *Republic* #49, "Sacrifice," which found Quin unwilling to forfeit the life of one of his operatives, and in Jedi Count Dooku, in which Quinlan allowed his obsession with uprooting the Sith menace to trump his sense of morality. "These stories have always been compelling to me because Quin's journey reflects the struggle within all of us," she says.

Now that it's over, Duursema finds no small measure of heartbreak in the farewell. "I've experienced the lives of these characters for the past five years, and I'm terrible at goodbyes, so ending this makes me sad," she says. "A part of me will always be with Quin and Aayla. That's one of the reasons it's so hard to let them go."



Cover and interior artwork from
Star Wars Republic #81.



By Chris Trevas

Geonosis Arena

JEDI, DROIDS, AND CLONES...OH MY!

THE Geonosis arena harked back to the days of ancient Rome and contests of man versus beast for public entertainment. During live-action filming, the environment was far less grandiose than it appeared in *Attack of the Clones*. The set at Fox Studios Australia was very minimal, consisting of only a sand-covered floor that was surrounded by walls of blue, one full execution pillar, and two half pillars. Large beasts, droids, and even their clone trooper allies were left to the actors' imagination. At the final tally, the set was host to 200 Jedi—the largest gathering of them ever seen—though they were not all filmed at the same time.

Anakin and Obi-Wan were joined by familiar members of the Jedi order—all of whom were shown brandishing glowing blades for the first time on screen, including the head of the council, Mace Windu. To become one of the most skilled lightsaber swordsman in the universe, second only to Yoda, Samuel L. Jackson underwent two hours of intense training each day for three weeks. Being a big fan of Japanese samurai movies, he was eager to learn the intricate

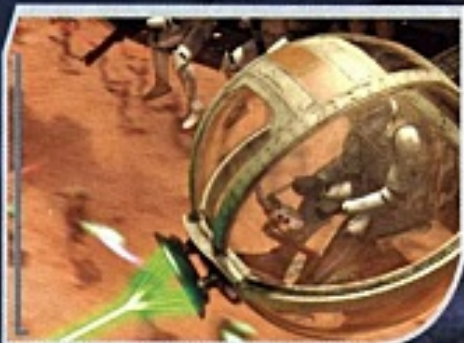
moves from stunt coordinator Nick Gillard.

"It's a lot like dance choreography," said Jackson. "Your feet have to be right so that the strikes look correct."

Later, after the main unit moved on, it was up to the second unit crew to add scores of Jedi reinforcements. Two hundred extras were rallied to the call of the Force, including scores of stuntmen and about 75 swordsmen recruited by Gillard, who visited countless fencing and kendo schools to round up skilled fighters, narrowing the ranks down from about 500 hopefuls. One group in particular trained in the woods of Byron Bay, Australia. "I stayed the weekend with them," Gillard recalled. "They were the best lot, so I shipped them all in and taught them." Besides a few tight group shots of the Jedi onrush, most of the action was shot in small vignettes, choreographed by Gillard, of single or paired Jedi fighting unseen droids. Small actions like these were shot on the sand stage from two different cameras—one at a high angle and another at ground level. In postproduction editing, these pieces could be combined to fill up the arena with one giant melee.

Although the set on stage was minimal, the entire arena was constructed in miniature at one-thirtieth scale—and even then it was a huge undertaking. Sculpted from large pieces of foam and supported by plywood and two-by-fours, the full arena miniature was 10-feet tall and around 20 feet in diameter. It was built in eight interlocking sections for ease of filming, which not only provided easy camera access to any section but also allowed ILM to divide the arena in half and split the work between two camera crews. Footage of the miniature combined with the action shot on set and digital character additions resulted in the densely populated battle scenes witnessed in the final cut of the movie.

AT THE FINAL TALLY, THE SET WAS HOST TO 200 JEDI—THE LARGEST GATHERING OF THEM EVER SEEN.



Nick Gillard was careful to give every Jedi a distinct lightsaber-fighting style. When defining Mace Windu's, he found that there was only one solution. "It's Sam Jackson style, you know, he has so much style on his own!" said Gillard.

The glow of Mace Windu's lightsaber is unlike any other. "I asked George [Lucas] to make mine purple because that's my favorite color," explained Jackson. "It's very regal."

The attack gunships were one of the most challenging hard-surface CG models ever done by ILM. It had to be incredibly detailed because it was seen so close up and from every angle. Sometimes, the digital version had to fill in for the full-size partial ship.



New to swordfighting but already a skilled athlete, Hayden Christensen trained for an entire month before filming began. He practiced every day with Nick Gillard for two hours in the morning and two hours in the afternoon.

Actor Silas Carson was in two places at once on Geonosis. He was in the thick of the fight as Jedi Master Ki-Adi-Mundi while simultaneously cowering behind Dooku watching from the balcony above as Trade Federation leader Nute Gunray.

Most clone-trooper actions were derived from performances by ILM staff. Recorded motion-capture data of a person in a special blue suit covered in tracking markers could be applied directly to the computer-generated troopers.



When making Mace Windu's lightsaber, the prop department made sure it reflected his position as head of the Jedi Council. It was the first to integrate gleaming gold accents with chrome. Sections of inlaid rubber feature a unique pattern hand-carved especially for the hilt.

The computer model for the clone trooper DC-15 rifle was copied from the gun made for the 1/6 scale concept maquette. For that sculpture, the art department had combined weapons from large Hasbro action figures using the back half of a sandtrooper rifle merged with the front of a stormtrooper blaster turned upside down.





GUIDE

to the GRAND ARMY OF the REPUBLIC

They were the most efficient and deadly fighting force the galaxy had ever seen, yet their history spanned only three brief, bloody years.

*By Karen Traviss and Ryan Kaufman
Illustrations by Chris Trevas*

THE Grand Army of the Republic was like no other, made up entirely of cloned human men and commissioned in a secret deal 10 years before the war between the Republic and the Separatists even began.

So how did just a few million men form a total strategic, tactical, and operational strike force that spanned more than a thousand theaters of war?

What made them perfect soldiers? How were they trained? How were they organized? What equipment did they use? How did they fight? And—more importantly—who were they as individuals? The history of the Clone Wars is now obscured by time, secrecy, and hastily destroyed records—but this is the true story of the GAR.

CLONES: BRED FOR WAR

Jedi General Arigan Zey summed it up: "Intelligent humans don't need programming. That's why they'll always defeat droids."

Jango Fett's genome proved to be the perfect template for Kamino's cloning experts, giving them ideal genes to work with, although some adjustments were needed to produce a reliable infantry soldier. By manipulating those dominant genes found throughout the diverse ethnic types in the Mandalorian population, the Kaminoans were able to select for behavioral tendencies, such as loyalty, courage, aggression, and a strong sense of discipline.

The selection of those genes, and the removal of the undesirable ones that made Jango Fett a defiant loner—a weakness in an infantry soldier—predisposed the clones to be highly disciplined and willing to follow orders, qualities essential to an effective army.

Genes alone, though, do not dictate behavior or performance. That genetic advantage had to be further developed by rigorous physical and mental training, and constant drill to create disciplined, fit, skilled soldiers. The outcome was as near to the ideal fighting man as was humanly achievable.

These altered clones became the rank and file army, but this genetic type was also used—after highly specialized training—to create the clone commanders and the ultimate special forces four-man squads, the Republic commandos.

A small batch of 100 clones produced from the unaltered Fett genome—the Alpha-class ARC troopers—proved to be as hard to command as Jango, although their unique skills made them ideal special forces troops best suited for operating alone behind enemy lines.

Reconstructed data files suggest that the Kaminoans first attempted to enhance the Fett genome rather than select or remove specific genes, and created 12 prototype ARCs, of which only six survived the gestation process. Those are thought to be the notorious Null ARCs, trained by Sergeant Kal Skirata. Two of the Null-class ARC troopers, N-10 (Jaing) and N-6 (Kom'rk) were the Clone Intelligence Units who located General Grievous on Utapau. They were "black ops" commandos without equal but completely unpredictable and loyal only to Kal Skirata.

NUMBERS

Tipoca City, the lead cloning center, processed the original 1.2 million units of the clone army. But Tipoca City was not the only clone center on Kamino: A second generation of an additional 2 million clones was being grown at Baran Wu and Su Des Stations, in the isolated north of Kamino, for security reasons. In the months following Geonosis, the bulk of these additional clones reached maturity and was deployed as infantry, armored cavalry, starfighter corps, and navy forces. And still more clones were being produced. Some of these newer clones were transferred to secret facilities on Coruscant a year or so after the Battle of Geonosis, accompanied by Kaminoan technicians, in case there were further attacks on Kamino. These clones were raised and trained to become Palpatine's elite shock troopers and 501st Legion.

The strength of the Separatist forces was often quoted as quadrillions of battle droids. How could a relatively small clone army defeat it?

Clones were undeniably superior to their battle droid enemies. Over a six-month period, even rank and file infantry clones averaged over 200 confirmed droid kills per head, and as the troops became more experienced the kill rate increased. The Separatists also lacked the strategic ability and leadership to deploy their forces effectively, so their numerical superiority was wasted; but the Republic's Jedi Generals were advised by Mandalorian mercenaries as well as by the Republic's best military historians and theorists.

Additionally, the GAR's special forces inflicted repeated sabotage on Separatist factories, and as a result a significant proportion of the droid army was either half-complete or incorrectly assembled. This was the most extreme example, as Jedi General Iri Camas described it, of "getting more clout per credit": A very small force of a few thousand special forces commandos effectively rendered billions of droids useless.

MAKING THE MAN: SELECTION AND TRAINING

All clone soldiers received flash-learning training in core military skills, such as weapons handling, tactics, and drill. ARC troopers and Republic commandos received additional separate, specialized training. Jango Fett trained the ARC troopers personally and then secretly recruited a hundred experienced Special Forces veterans to train the Republic commandos.

Although the clone infantry army didn't receive personal specialized instruction, rigorous training in both the classroom and in live-fire exercises produced highly skilled men. Within Kamino's stilt cities, huge simulators provided a wide range of combat scenarios and environments from urban warfare to amphibious landings and classic ground assaults.

Clone sergeants, lieutenants, captains, and majors were flash-trained for leadership as were the clone commanders. But some ARC troopers, including Alpha-17, returned to retrain commanders in ARC skills, encouraging independence and daring. Commanders rotated through the intensive program and upon graduation were given the title ARC commander, returning to their units to transfer those skills to their assistants and officers.

Kal Skirata, Walon Vau, and Rav Bralor were among the 75 Mandalorian mercenaries in the group of 100 recruited by Fett as training sergeants for the elite Republic commandos program. Although Republic commandos were as genetically altered as the clone trooper cadre, they underwent separate training from early childhood in close-knit "pods" of brothers with each "batch" of 25 or 26 squads under the supervision of a single training sergeant.

The training sergeants were known in Mando'a as the *Cuy'val Dar*, Those Who No Longer Exist, because the secrecy of the project meant that they had to disappear

indefinitely; not even their families, if they had them, knew where they had gone. Many were presumed dead. The survival rate of the Mandalorians' trainees in combat was significantly higher than those trained by non-Mandalorian sergeants, although all 10,000 Republic commandos proved to be of the highest caliber.

Nevertheless, half of them were killed in the first few months of the war, largely due to being deployed initially by inexperienced generals as infantry troops rather than as Special Forces. A rapid change of policy resulted in greatly reduced casualties and a 90 percent success rate in achieving objectives.

The Republic commandos were the only true commando force in the GAR, although a number of clone troopers were also trained in commando skills. They and the ARC troopers were often loosely but inaccurately referred to as commandos—something the "Shiny Boys" tolerated with grim good humor.



IMPERIAL SHOCK TROOPER



TRADITIONS AND ETHOS: THE MANDALORIAN HEART

With Jango Fett and so many Mandalorian training sergeants responsible for shaping the GAR, the Mando culture—its ethos of brotherhood, endurance, and loyalty as well as its language and traditions—played a major part in the esprit de corps of the Republic commandos and ARC troopers.

The effect was far more diluted in the largely flash-trained ranks of clone troopers, but the army's anthem, *Vode An* (Brothers All), adapted from a traditional Mandalorian marching chant, was known to most, and its stirring notes boosted morale on many a battlefield. The Grand Army's motto was also rendered in Mandalorian: *Darasuum Kote*, or Eternal Glory.

The irony of that motto was not lost on men genetically altered to develop at twice the normal rate and die so young, if they survived the war. But, like truly professional soldiers, they accepted it as their lot and served proudly.

ORGANIZATION: ORDER OF BATTLE

The Grand Army was split into two separate Orders of Battle (ORBATs)—regular forces and special forces—with significant differences in numbers.

Although the GAR underwent many changes in the three years of the Clone Wars, the structure of the regular army remained relatively unchanged and even continued on into the Imperial era.

REGULAR ARMY: STRENGTH AND COMMAND STRUCTURE

GRAND ARMY

10 Systems Army + additional (3,000,000) with the Supreme Chancellor and Commander in Chief

SYSTEMS ARMY

2 Sectors Army (294,912) led by a High Jedi General (Council Member)

SECTOR ARMY

4 corps (147,456) led by a Senior Jedi General (Jedi Master)

CORPS

4 legions (36,864 troops) led by a Clone Marshal Commander and a Jedi General

LEGION/BRIGADE

4 regiments (9216 troops) led by a Senior Clone Commander and a Jedi General

REGIMENT

Battalions (2304 troops) led by a Jedi Padawan Commander

BATTALION

4 companies (576 troops) led by a Major

COMPANY

4 platoons (144 troops) led by a Captain

PLATOON

4 squads (36 troops) led by a Lieutenant

SQUAD

9 troopers led by a Sergeant

SPECIAL FORCES

The highly independent Republic commandos required almost no direction from Jedi command and were largely self-directing when given broad objectives. This greatly increased their "clout per credit" by freeing up many Jedi for duty with the regular army.

SPECIAL FORCES: STRENGTH AND COMMAND STRUCTURE

SPECIAL OPERATIONS BRIGADE (SO BDE)

10 battalions, or 5000 men, commanded by Jedi General Arigan Zey, made up of 10 commando groups by one year after the Battle of Geonosis

COMMANDO GROUP

500 men, or 5 companies, the equivalent of a regular army battalion, commanded by junior General, Bardon Jusik (Jedi Knight)

COMPANY

100 men, or 5 troops

TROOP

20 men, or 5 squads

SQUAD

4 men



CLONE COMMANDER CODY

LEADERSHIP

As the newly qualified ARC commanders returned to the field, they began to personalize their armor and add kit, such as the ARC kama and pauldron as well as peripherals like macrobinoculars.

Clone Commander Cody and others allowed their assistants and honored soldiers to wear ARC armor as well. These ARC commanders also instituted battlefield promotions to reward bravery and loyalty, and maintain troop morale.

Although each Legion had only one Senior Clone Commander, the smaller regiments and battalions were sometimes led by clone commanders as well. Clone Commander Cody often led the 212th Attack Battalion, and Commander Gree of the 41st Elite was known to take Sarlacc Battalions A and B.

When a Jedi needed a detachment of clone troopers—no matter how small—a clone commander usually accompanied him or her. This tradition of personal escort turned efficiently deadly when Order 66 was given.

The Senate allowed Jedi great latitude in command. Some Jedi Generals led from remote strategic positions according to ORBAT, but some chose to lead troops into battle personally. Jedi Padawans were accorded the rank of Commander and occasionally forced into the front lines as on Jabiim with tragic results.

The Jedi were also free to reassemble the Corps and Sector Armies into Fleets (such as Coruscant's Home Fleet) when naval maneuvers were necessary. The highly adaptable clone armies acted as both navy and army,

but as the war dragged on, the Jedi began recruiting non-clone leaders for special naval service as well as ordering a significant batch of Kaminoan clones for flash-training in the old Corellian methods.

SPECIAL UNITS

As the Grand Army spread across the galaxy, ARC commanders and Jedi generals soon saw the need for specialized battalions and divisions. The Galactic Marines (officially a Corps division in the Outer Rim Sector Army) were established under Commander Bacara and General Ki-Adi-Mundi as a rapid reaction force.

Commander Gree's 41st Elite quickly became known as hostile terrain specialists as well as alien recruitment and counter-insurgency experts. A small group of specialists, Squad Seven, was formed by Alpha-17 to accompany ranking Jedi on any type of mission. The Squad comprised the best cross-trained ARC commanders, pilots, marines, sea-troopers, demolition specialists, and snipers, and accompanied Obi-Wan Kenobi and Anakin Skywalker on several missions. Commanders Cody and Oodball often led the Squad, although Major Jorin (CT-43/76-9155) handled the Squad's day-to-day operations.



GALACTIC MARINE

SPECIAL UNITS: DIVISIONS

327th STAR CORPS

The 327th Star Corps fought at the Battle of Geonosis and have remained active ever since. Their name was derived from the actions they engaged in on the Outer Rim, never seeing Coruscant and rarely stationed in one place for more than a week. The 327th has seen action on New Holstice, Honoghr, Felucia, Anzat, and Dromund Kaas.

Aayla Secura was assigned to the Corps after her mission to Hypori and forged a close relationship with Commander Bly. Due to his ARC training, Bly had misgivings about Aayla's Jedi way of doing things, but over time he came to understand her strategies.

GALACTIC MARINES

The Galactic Marines were originally the 21st Nova Corps of the 4th Sector Army (Outer Rim). Under the leadership of General Ki-Adi-Mundi and Commander 1138 "Bacara," the 21st Nova was made independent and became known as the Galactic Marines. Deployed at Rhen Var, Aargonar, Boz Pity, and Mygeeto, the Marines specialized in boarding and capturing enemy starships as well as planetary assault.

The Marines were distinguished by their distinctive visor gear: a synmesh designed to keep out sand, snow, ash, and airborne fungus. Bacara was one of the most outspoken and independent of the ARC graduates,



COMMANDER BLY

and demanded the absolute best of his men. He would unilaterally reassign soldiers who did not meet his expectation, much to the consternation of General Hui-Mund. The two men maintained a respectful but contentious relationship, right up until the Battle of Mygeeto.



COMMANDER GREE

deployed their troops in unimaginative but immense columns of infantry, which enabled the lancer battalions to slice through the ranks and enable the Republic's turbolaser batteries time to pummel more hardened targets.

HIT

The self-sufficient infantry clone soldier was issued with a DC-15 rifle or blaster, two Merr-Sonn V-1 Thermal Detonators, two concussion grenades, an ECD (anti-droid) grenade, and a personal medpac containing synthflesh and bacta.

The DC-15 rifle, used so effectively at Geonosis, could demolish a super battle droid at 200 yards. The DC-15 blaster—a rapid-fire, direct-assault weapon—was a short-stock repeater used by troops on special assignment.

The old but reliable grenade, the Merr-Sonn Thermal Det, was used by both clone and droid armies, although Merr-Sonn denied selling arms to the Separatists.

BlasTech's ECD grenades were built to disrupt droid neural networks but also had the unfortunate tendency to "backsplash" and momentarily disrupt Phase I and II clone helmets.

Although most platoons had at least one clone medic, all soldiers carried synthflesh and bacta for minor first aid, and the clone armor body glove could keep all but the most catastrophic injuries contained until medics arrived.

LOGISTICS AND TRANSPORT

During the 10 years of secrecy surrounding the Kamino clone project, Rothana Heavy Engineering (a subsidiary of Kuat Drive Yards) was the only firm contracted to build vehicles and equipment. The firm constructed an entire fleet without anyone's knowledge. Rothana continued to build heavy weapons for the Republic during the war, continually updating and renewing

41ST ELITE

The 41st Elite were a Legion out of the 9th Assault Corps, under the command of Luminara Unduli and Commander Gree. They specialized in long patrols on alien planets, often operating in primitive and grueling conditions, in "hearts and minds" operations to forge alliances with native populations. Commander Gree became an expert on alien species and customs. The 41st maintained a large armory with standard Phase II armor as well as scout armor for jungle duty. They also pioneered the use of AT-RTs and Juggernauts for reconnaissance as well as infantry charges.

LANCER BATTALION

In the age of advanced turbolasers and ion cannons, sending troops to physically engage the enemy in close-quarters battle still had its value. The Republic maintained several battalions of clone lancers with Vergine power-lances and Aratech 105-K lancer bikes

to engage the droid armies in unconventional attacks. Most droid commanders

old designs, but the Republic actively sought new contracts and relationships with other weapons and equipment manufacturers. These new contracts account for the diversity of design seen at the close of the Clone Wars.

Much has been written about LAAT/i gunships and the Acclamator and Venator-class cruisers, but little note has been made of two workhorses of the GAR: the LAAT/c and the Republic drop ships.

LAAT/C CARGO TRANSPORT

The cargo transport variant of the much-loved "larty," as many clones called it, was deployed at the Battle of Geonosis. The ship's main function was to lift and deploy nonrepulsor vehicles as large and heavy as an AT-TE, but the bay could be stripped to take up to 50 clone troopers. It became a welcome sight on the battlefield as a casevac vessel (casualty-evacuation).

REPUBLIC DROP SHIPS CR20 AND CR25

The Republic purchased surplus craft and adapted the Corellian Engineering Corporation CR20—based on the tri-engine Republic cruiser—as a lightspeed-capable drop ship. Smaller than an Acclamator and bigger than a gunship, the CR20 and its counterpart, the CR25, allowed low-volume troop movement through hyperspace and to ground targets. The Republic commandos and Galactic Marines favored the CR25, which added cargo space for four to eight LAAT/i gunships and had special defensible ports for zero-g space debark.

SPECIAL KIT

DC-17 HAND BLASTER

Many captains and commanders also carried the DC-17 hand blaster, based on the core components of the DC-17 Republic commando rifle. The grip, barrel, and shell are completely different: Clones know the difference, but outsiders often scratched their heads. Commander Bly was known for carrying two krayt pearl-handled DC-17 pistols.

KAMA

Although inspired by the Thyrsus Sun Guard belt-spots, kama were more traditionally associated with Mandalorian warriors. Via Alpha and the ARCs, the clone commanders popularized this flexible anti-blast armor. Republic leadership was reluctant to allow widespread use of the potentially controversial symbol until it was pointed out that the kama was also worn by indigenous Republic fighters of Rotas V.

The sturdy leather kama, often derided as a "skirt" by the regular army, protected a man's legs against crippling injury from shrapnel and debris kicked up by battlefield explosions. The jet troopers also found kama to be an excellent shield against rocket down-wash.

JETPACK

True to Jango Fett's spirit, clones made extensive use of jetpacks, rocket packs, and gliders. All clones were trained to use gliders, both as a means of insertion into enemy territory and as an escape from compromised aircraft. The jetpack and rocket pack troopers were given special training and often incorporated their jetpacks into their battle tactics, mounting daring charges and ambushes in the old Mandalorian style. The 327th Star Corps were the pre-eminent rocket troopers of the GAR.

UNSTABLE TERRAIN ARTILLERY TRANSPORT

Specially developed for the varied terrains of the Clone Wars, the UT-AT was a favorite of Jedi General Ki-Adi-Mundi and Clone Commander Bacara. The UT-AT carried a bomblet-generator capable of launching a hailstorm of electrostatic and ion-charged chaos on droid armies. This tactic enabled Bacara's Marines, in their Phase II hardened armor, to advance through the barrage and finish off the incapacitated droids.

HEROES OF THE CLONE ARMY

Much has been written about the exploits of Clone Commander Cody, Alpha-17, and a handful of other clones. But the war produced many heroes, some not so well known. Some names were recorded, but the many acts of individual valor by rank and file clone troopers—and the anonymous Republic commandos operating behind enemy lines—have so far been lost to history.

CAPTAIN FORDO (ARC-77)

Captain Fordo led a multicloned task force known as The Muunilinst 10 to capture a Separatist artillery emplacement at Muunilinst. For that operation, he was given the title Task Force Commander (not a rank, but a title), and though shot down in enemy territory, Fordo led a squad of two ARC lieutenants and seven infantry clones to the headquarters of San Hill. With Obi-Wan Kenobi, they captured the Separatist leader and defeated bounty hunter Durge in combat.

He then led 10 lieutenants in an emergency rescue of several Jedi at Hypori. Utilizing the aggressive over-the-top tactics he had become famous for, Fordo included one ARC heavy gunner and a battlefield-issue quad gunner. Captain Fordo favored sheer firepower over fancy strategy, and subtlety was never his strong point.

For his efforts, Captain Fordo was awarded the Chancellor's Service Medal, which he refused and transferred posthumously to CT-43/002, a fallen member of The Muunilinst 10.



COMMANDER BACARA

COMMANDER BACARA "1138"

Commander Bacara was originally trained by one of the few non-Mandalorian instructors, an ex-Journeyman Protector named Cort Davin from the Concord Dawn system. Bacara drew from the traditions of the Protectors, thinking himself a man of law and order. An early graduate of the ARC program, he showed an unusual talent for aggressive tactics and strategy, and even Ki-Adi-Mundi regarded him as something of a prodigy. Bacara found it difficult to converse in Mandalorian with his brethren as he learned the peculiar dialect of Concord Dawn, which used words like "tat" instead of "vod" for "brother." This made him one of the more solitary commanders, although he maintained a close relationship with Commander Neyo. The two soldiers developed special tactics and attack patterns for use with the new BARC speeder bikes.





SERGEANT FOX CT-0000/1010

Sergeant Fox was stationed on either Coruscant or Centax 1 with the 501st Legion for almost his entire career. He worked frequently with planetary security and established patrols in the undercity to monitor possible terrorist activity. As a result, he had significant exposure to human and alien civilians, and the rhythms of life outside the clone army.

Fox was also fascinated by the Journeyman Protectors of Concord Dawn and longed for the war to be over to join civilian life as a Protector. He participated in the attack on the Jedi Temple, but by the time Bail Organa arrived and discovered the slaughter, Fox had lost his stomach for battle. He chased off the Senator and made no attempt to kill him.

COMMANDER DEVISS CT 65/91-6210

Commander Deviss was flash-trained as a Captain and assigned to the 327th Star Corps as leader of K Company. During the Battle of Geonosis, his battalion (Hawkbat) was ordered to march directly into the withering fire of a Separatist spider droid column. Hawkbat was almost completely wiped out, and Deviss risked his life to stay behind in a shallow bomb crater, tending to two critically injured soldiers. For three hours, he defended their position as monstrous spider droids passed overhead. At last, the casevac team arrived. His men were rescued, and Deviss received a medal and a new command.

At the brutal Battle of Altir V, Deviss' Jedi General was vaporized by enemy fire, leaving Deviss to improvise a new plan of attack. Not only did he rally the remaining companies, but he also destroyed a Separatist ion cannon emplacement, opening the battlefield to aerial bombardment and winning the day for the Republic. For this act of bravery and initiative, ARC Commander Bly promoted Deviss to Commander. Deviss was allowed to don the red ARC pauldron and kama, as well as the special macrobinocular helmet attachment.



COMMANDER DEVISS

CAPTAIN "JAG" JAI'GALAAR CT 55/11-9009

Part of the famed CT-5 batch, then-Commander Jai'galaar proved to be an able and aggressive pilot. But his destiny was to lead not to fly. He commanded the 127th Gunship Wing at Geonosis but was demoted and disgraced during the tragic Retreat at Kakraasi. But his bravery and talent were recognized by General Plo Koon, who drafted the Captain as a test pilot for the new ARC-170 fighters. Jag took to the craft with gusto and turned Incom's odd snub-nose into a fierce war machine. Jag was flying wingman for Plo Koon, heading an ARC Wing over Cato Neimoidia, when Order 66 was given. Despite his feelings for the Jedi General, Captain Jag did his duty.

JEDI ERADICATION! ORDER 66

Of all the questions that have been asked about the Grand Army, the one that has provoked the most debate is this: Why did the Grand Army obey Order 66 and wipe out its Jedi commanders largely without protest or hesitation?

Records salvaged from Kamino show that no genetic coding was used to implant obedience to this order. The efficiency with which this order was carried out was due to a genetic predisposition to be highly disciplined—and so to follow orders—that was developed and reinforced by rigorous training.

The clones were trained to put their personal feelings, fears, and needs aside and to obey their superiors instantly—training familiar to soldiers throughout history. That made them the most efficient army in the galaxy. Ironically, it also sealed the fate of their Jedi commanders.

In the words of Sergeant Kal Skirata: "If you sharpen a knife to its limits, you run the risk of cutting your own hand. The knife has no choice but to be as sharp as you made it."

FOOTNOTES

ORBAT with names [Note that division numbers do not necessarily correspond to actual army population. E.g., there are not 326 Star Corps before the 327th. Numeric designators are coded for internal GAR ORBAT charts.]

TALON SQUAD

9 clone troopers—Sergeant "Green" CT-53/21-8778

2ND PLATOON

4 squads (32 troops, 4 medics)—Lieutenant "Barr" CT-41/14-0301

BACTA COMPANY

4 platoons (144 troops)—Captain "Tyto" CT-52/89-9204

HAWKBAT BATTALION

4 companies (576 troops)—Major "Twelve" CT-12/12-0068

101ST REGIMENT

4 battalions (2304 troops)—Jedi (Padawan) Commander Danyawarra

7TH LEGION

4 regiments (9216 troops)—Senior Clone Commander "A'den" CT-80/88-3009

327TH STAR CORPS

4 legions (36,864 troops)—Clone Marshal Commander "Bly" CT-80/88-2199; Jedi Aayla Secura

2ND SECTOR ARMY

4 corps (147,456)—Senior Jedi General Ry-Gaul


SYSTEMS ARMY ALPHA

2 Sectors Army (294,912)—High Jedi General Mace Windu

GRAND ARMY

10 Systems Army + additional (3,00,000+/-)—Supreme Chancellor Palpatine





The Art Of REVENGE OF THE SITH

Part Two

Rare and seldom-seen imagery from
George Lucas' final film installment

By J.W. Rinzler

IN Part Two of our series are more paintings and interview excerpts that we didn't have room for in *The Art of Star Wars: Episode III Revenge of the Sith* (Del Rey, 2005). The last issue of *Insider* included artworks from the June to September 2002 preproduction period; this issue's are drawn from a single meeting held during the morning of Friday, December 6, 2002. It was not a meeting any more or less important than another; it's been chosen at random to show just how much was created by the concept artists from week to week.

To recap information contained in the *Art of* book, every Friday George Lucas would come up to the attic where the team worked. There, he would go over the myriad concepts posted to several foam-core boards, which were stacked on a large easel. Of course, Lucas would approve only some of the artworks, which would then be refined based on his comments for

the following week. This process continued until ideas were ready to go to the next stage: 3D model, maquette, CG model, etc. The order the boards were shown in was fairly consistent: 1) environments, 2) characters and costumes, and 3) specific scenes.

The context for this particular Friday meeting was that Lucas was nearing completion of the rough draft, so the artists still had very little idea of the film's story; the look of the droid general, who was to become Grievous, was beginning to take form; Mustafar, Polis Mazta (as it was spelled then), and Felucia were being conceptualized, along with attendant creatures and vehicles; characters were being tried out; and costumes were moving into high gear.

As usual, for every concept Lucas approved that Friday, there were dozens left behind, some of which are shown here.

"Here, you're working on something you loved as a kid." —T.J. Frame

"I started drawing when I was three or four years old." —Ryan Church



^ MYGEETO SURRENDER

Ryan Church—December 6, 2002

"The clones have gotten to the Banking Clan guys. We had this running joke in the art department about the Banking Clan, their one line from Episode II, 'The Banking Clan will sign...' for about five months. We always had Warren [Fu] do the line—you know, just press 'play'...."

> FELUCIA CONCEPT 02

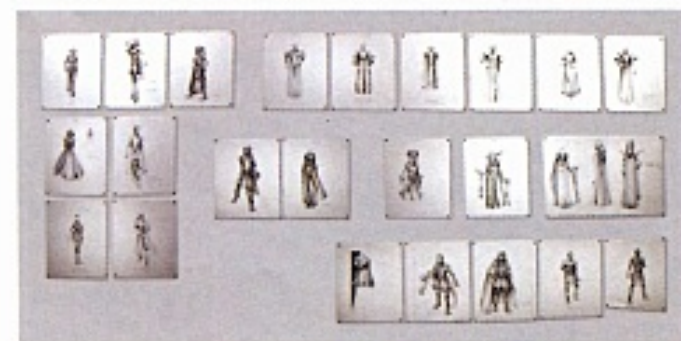
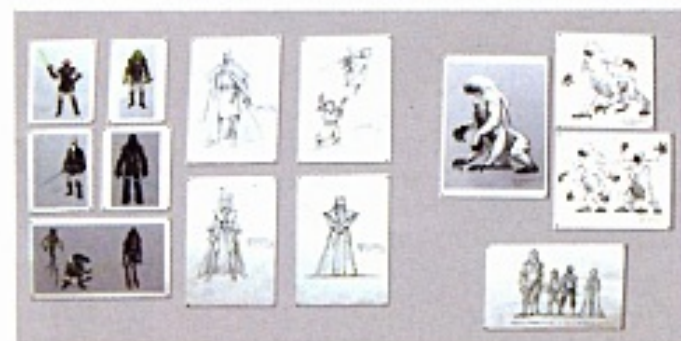
Iain McCaig—December 6, 2002

"I tried not to look at Iain's drawings because he's so good. He's a kind of mentor." —Sang Jun Lee (Note the lizard on the left as it hadn't yet been determined that the creature would be found on Utapau; also, Anakin is riding it, not Obi-Wan Kenobi.)



✓ CONCEPT ART PINNED TO BOARDS FOR
THE MEETING OF FRIDAY, DECEMBER 6, 2002

By Ryan Church, Stian Dahlslett, T.J. Frame, Warren Fu, Alex Jaeger,
Sang Jun Lee, Iain McCaig, Erik Tiemens, Derek Thompson, and Feng Zhu



^ WOOKIEE JEDI CONCEPT

Derek Thompson—December 6, 2002

"I wanted to try at least one Wookiee Jedi on the off chance that George would go for it. He didn't go for it."



"I watched *Star Wars* on TV when I was very young." —Feng Zhu

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POLIS MASSA REVISIONS 01 AND 08

Erik Tiemens—December 6, 2002

"We knew we had a locked-off establishing shot, and George wanted to see scenes that had more depth, so I did a whole bunch of Polis Massa. One was an idea that didn't work. I thought some of the walls might be part of an archaeological dig, I think I scanned in some sketches and I painted over it; the collapsed brick was from Indian temples where they would collect water in dug-out chambers; for scale, I put in a Joe Johnston vehicle [which later became the clone tank]."

"I've liked drawing since I was a kid; it was just one of those things where the other kids stopped and I didn't." —Erik Tiemens



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▲ BATTLE OF HOTH

Young Alex Jaeger

"I must have been between seven and nine when I did this. I brought it up to the third floor during a George review. He looked at it and said, 'Hmmm, it's been done, but okay'—and then stamped it!"

"Growing up, my favorite toys were crayons." —Alex Jaeger

DROID GENERAL FACE CONCEPT 05

Alex Jaeger—December 6, 2002

FABULOUSO





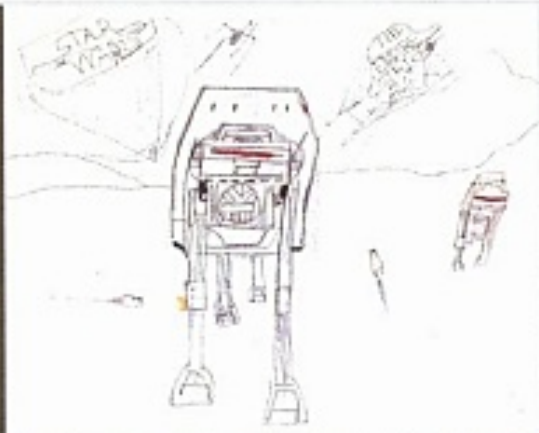
< TRADE FEDERATION CLONE-FIGHTER CONCEPTS

(From top) T.J. Frame, Warren Fu, Ryan Church—October 18, 2002

> BATTLE OF HOTH

Young Warren Fu

"Alex Jaeger wasn't the only second grader deeply affected by the Hoth battle—here's my drawing from 1982."



"I started drawing in kindergarten." —Warren Fu



CLONE FIGHTER, REVISED

Warren Fu—December 6, 2002

"We wanted to take the idea of the ring-shaped ship from Episode I and shrink it down to a single-person fighter. The only thing George wanted changed was to take the fins off the side because it looked too much like the Jedi starfighter."

"I drew a lot as a kid." —Sang Jun Lee

JELLYFISH CREATURE, FELUCIA

Sang Jun Lee—December 6, 2002

"Jun is a sweetheart; he is so understanding and willing to learn and teach what he knows." —Art Department Assistant Stephanie Lostimola





By Pablo Hidalgo

A Star Wars Time Warp

PLUS, WHAT ABOUT YODA AND LUKE? AND COVER YOUR MOUTH, PLEASE.

*How much time passes in *Revenge of the Sith*? Some people online say it's months because Padmé is only just pregnant when she meets Anakin and has children by the end, but I don't think that's right. Is there any official word on this?*

Kudos to Padmé's concealment skills that enough people out there are of the impression that months transpire in Episode III. In truth, Natalie Portman is wearing the same prosthetic tummy throughout the film prior to the scene where Padmé gives birth, including the early sequence where she breaks the news to Anakin. The formal Senatorial costumes designed for her were specifically crafted to hide her maternal secret.

In other words, Episode III transpires over days, not months. Analysis of the script and internal notes peg the *Revenge of the Sith* time span as nine days. This is an estimate—there are no hard notes on time passing in the film, and sunset on one planet clearly doesn't mean a new day dawns on another. Fortunately, much of the action happens on Coruscant, which has a 24-hour day that conveniently meshes well with our terrestrial time-keeping standards.

Day One starts, of course, with the space battle and ends with Anakin's initial dreams of Padmé's death. On the morning of Day Two, Anakin consults with Yoda. By day's end, he hears of Darth Plagueis from Palpatine at the opera. On Day Three, on a bright and sunny afternoon, Obi-Wan is dispatched from Coruscant once the Jedi Council learns that Grievous is on Utapau. Although cut from the film, a scene would depict

Padmé formally petitioning Chancellor Palpatine to end the war with a delegation of

disgruntled Senators. The warm amber hues that lit the scene indicate it was at dusk of Day Three.

Day Four, Obi-Wan arrives on Utapau and Anakin discovers the truth about Palpatine. The haunting scene of Skywalker and Padmé staring out at each other and connecting despite the gulf of skyscrapers happens at dusk of that day. That night, the Republic is sunk as Anakin makes a pact with the devil in Palpatine's office.

In the early hours of Day Five, Bail Organa leaves Coruscant—the matte painting of the Senate landing complex originally had it brightly lit with afternoon sun, but it was darkened once the scene was moved up into the early hours of the day. Bail logs a lot of interstellar mileage on Day Five as he picks up Yoda and Obi-Wan. By that night, Palpatine declares himself Emperor. The next bright sunny day is Day Six, when Obi-Wan visits with Padmé to determine where Anakin went. It's sunset again when he sneaks aboard her vessel.

Day Seven is the day of the momentous duel between Anakin and Obi-Wan on Mustafar. If we take the crosscutting between Coruscant and Mustafar to be a literal depiction of simultaneous events, then it's late in the day as Yoda flees the Senate building. Day Eight has Padmé giving birth to Luke and Leia, while Vader is rebuilt on Coruscant.

On Day Nine, we see Naboo during the day as the *Tantive IV* arrives to deliver Padmé's body. The remainder of Day Nine is hazy since the movie switches to a more stylized depiction of closure across the galaxy. I say stylized because it conforms to cinematic conventions not realistic ones—surely Obi-Wan and the Larses would have exchanged a few words during the handoff of Luke Skywalker. But since *Star Wars* movies end wordlessly, they're kept mum.

Day Nine may include the Naboo funeral, the delivery of Luke and Leia on Tatooine and Alderaan respectively, and the Emperor and Vader admiring the Death Star under construction. Or, those events may happen at different times and are gathered together editorially to properly end the cinematic journey we've just experienced.

STAR WARS INSIDER

I am a player of Star Wars Galaxies, and I noticed that there is a pretty big city on Tatooine called Bestine. I understand that there is a sort of aquatic planet also called Bestine. Is there any connection between the two?

Bestine is the official capital of Tatooine, though the amount of commerce that transpires on port cities like Mos Eisley and Mos Espa dwarf it by comparison. Bestine township was once a sleepy farming community. The city grew considerably with the coming of the Empire—its capital status came by being the residence of the planet's Imperial Governor, Tour Aryn. It's the only place on Tatooine anyone would consider calling sophisticated or cosmopolitan.

The Bestine system is in the Inner Rim. The Empire took over the fourth planet of the system when it moved in to establish a high security base there. This, of course, bred hostility toward the Empire, which ended up producing some of the most loyal Rebel troops. It was a very important world in the early Rebellion. Jek Porkins was a Bestine IV native; Zev Senesca came from Kestic station, located near the system; and Biggs Darklighter defected to the Alliance during a mission to the Bestine system.

There's no direct connection between the two, but the name isn't a coincidence. Bestine comes from old Corellian myth, describing a brilliant blue gem that lured treasure seekers into the most desolate of wastes. The trailblazers that found the Bestine system in a barren stretch of Inner Rim space and the scouts who found the oases in Bestine township that supported settlement were evidently inspired by the same myth.

Bestine township was first mentioned in early draft scripts of *A New Hope* and made it into the original *Star Wars* novelization. Bestine system was first established in the role-playing supplement *Galaxy Guide 1: A New Hope* and figured into missions in the classic *X-Wing: Space Combat Simulator* game from LucasArts.

In the beginning of Revenge of the Sith, is Grievous coughing because of what Mace Windu did to him in the last episode of Clone Wars Volume Two? If so, why isn't this explained? I'm sure not everyone saw the Clone Wars show.

The real reason Grievous coughs is that George Lucas wanted to add some detail to the character. He wanted Grievous to have a sickly oiliness to him, to make him very unpleasant. The rasping cough was a nice contrast to his sleek, well-machined design, and also suggested that cyborg technology isn't ideal. This telegraphs that the rebuilt Vader will be something less than what he was before and not an improvement.

The cough was added very late in the game, necessitating the re-animation of the character for some scenes. Lucas divulged no in-universe reason for Grievous' cough, but the Cartoon Network folks behind the *Clone Wars* micro-series needed a reason since the Volume One Grievous has no cough.

At the 11th hour, in the Volume Two finale, Genndy and the gang added the scene where Mace crushes Grievous' chest, explaining how the cough came to be. It was so last-minute that not even Animation Director Rob Coleman nor Grievous' voice actor Matthew Wood knew of the backstory until after their work on Episode III was completed.

I have a question about one scene in Revenge of the Sith: When Anakin, Palpatine, and Obi-Wan are in the elevator shaft, why are they falling forward and not backward? I mean, in space, direction is irrelevant, so no matter which way the ship is turned, the artificial gravity should still keep them on the floor, not the wall. Did they just mess up here, or is there a reason?

The reason is primarily cinematic. What better way to show that the ship is in danger of falling into Coruscant than by having the people aboard flail and tumble with the degree of the ship's dive? The cinematic conceit is twofold. Not only is it not technically required—as

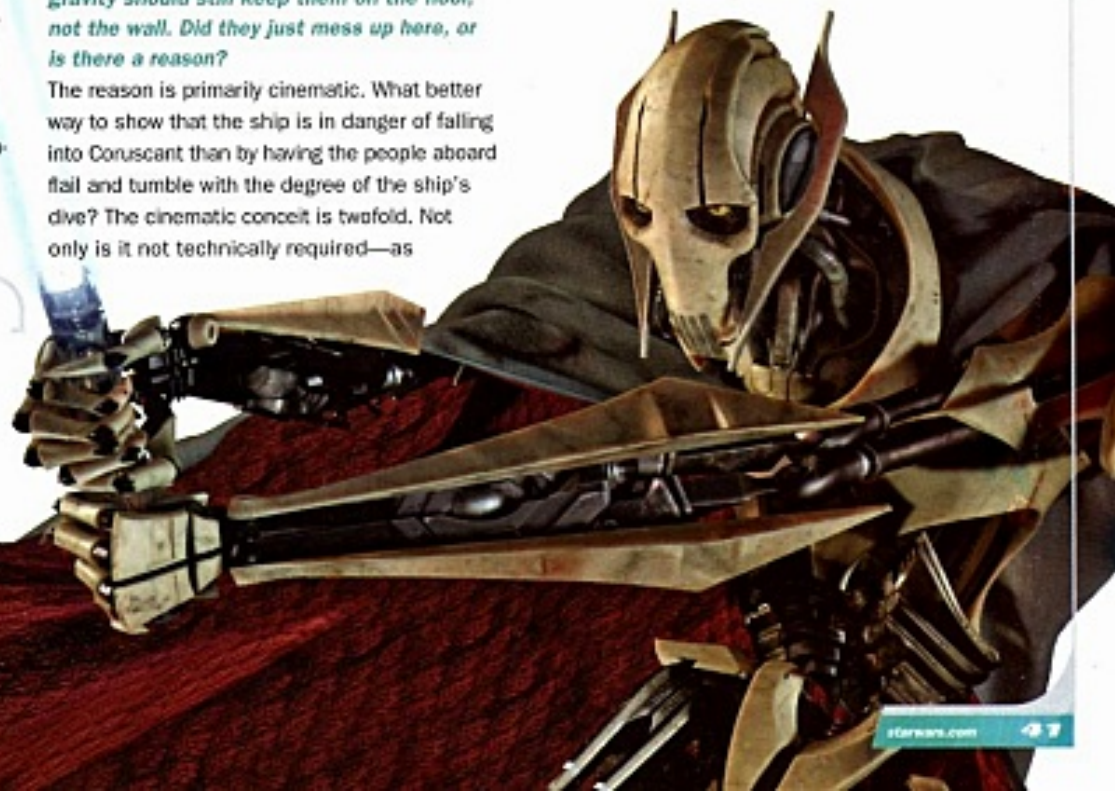


you say, artificial gravity and acceleration compensators should negate such wobbles—but if you want to split hairs, they're falling in the wrong direction.

During Episode III's postproduction, Visual Effects Supervisor John Knoll pointed this out to George Lucas. If a ship is falling toward a planet and is pointing downward, the people would fall backward toward the tail of the vessel, not forward toward its nose. Lucas was well aware of this but citing "Star Wars physics" went ahead with his preferred look. Visually, it seems contradictory to have the people fall backward if the ship leaned forward. It's the same sort of cinematic bias that produced fiery and noisy explosions in the cold, silent vacuum of space.

It's not a mistake, though, if you peer beneath the deck plates and into the fictional technology driving the vessels of *Star Wars*. Those artificial gravity generators and acceleration compensators mentioned above are the very things that keep this from being a mistake. Given the immense amount of damage sustained by the

Sithcres™ throat lozenges: They relieve discomfort on contact...permanently.



Invisible Hand cruiser during the battle, those systems were malfunctioning, producing the dramatic gravity effects seen in the movie.

In Episode III after the betrayal of the clone troopers, we see them taking control of Utapau. Does this occur on all the worlds that the clones are fighting on because Sidious didn't address that in his relay to the clone troopers?

During the Clone Wars, it was very common for Jedi Knights to supplement their clone trooper forces by recruiting local armies and militias to fight the Confederacy. Clones are no diplomats, and such alliances were forged by the Jedi. It happened on Utapau as the local resistance movement sprung into action once the clone troopers arrived. It happened on Kashyyyk with Yoda's good relations with the Wookiees translating into native forces flying the Republic banner on their embattled beachfronts.

When Order 66 identified the Jedi as traitors, it also brought into question the loyalty of these local agents they recruited. Could they be trusted? In the interests of security, a state of martial law

was passed on the affected planets to determine just how deep the Jedi conspiracy ran and just who remained loyal to the Republic.

In Return of the Jedi, some guy shoots Luke in the hand. Who is he?

The human sharpshooter with dried bone bound to his helmet is one of Jabba's goons, Taym Dren-garen, and his job was to deal directly with Tusken Raiders. Dren-garen kept the desert nomads armed and well supplied, and fueled their tempers with lies about local settlers. By provoking skirmishes

between the Tusken and the settlers, he kept local authorities busy and distracted from Jabba the Hutt's operations. This backstory comes from a card in the Jabba's Palace expansion of the Star Wars Customizable Card Game from Decipher, Inc.

Palpatine loses his lightsaber in his battle with Mace Windu, yet in the promo shots we see him with another lightsaber ignited and crossed with Vader's. Did he have a spare lightsaber in case of an emergency, or was this a lightsaber that he was going to give to Darth Vader before his "accident?"

Forget about promo shots; we see Palpatine wield a duplicate of his holdout lightsaber later in the movie when he duels with Yoda. The inference is that Palpatine does indeed have multiples of his lightsaber; however it is not known how many he had.

Such redundancy is a prudent measure given that during his days as a plain simple Chancellor, he probably didn't carry a lightsaber on his person at all times. He hid them away in his various Sith urns, statuary, and other hidey holes in his residences.

What was it that prompted Bail Organa to send for Obi-Wan Kenobi after 19 years? Why didn't he send for Yoda as well, or instead? Did he expect Obi-Wan to bring Luke with him, and if so, why wasn't Leia aware of being sent for two persons instead of one?

The radio dramatization of *A New Hope* establishes this clearly—it's the discovery of the Death Star project that makes clear just how dangerous the Galactic Empire is. Prior to the start of *A New Hope*, the Organas learn of the Death Star thanks to brave Rebel agents who intercept the schematics of the massive weapon. Bail dispatches Leia to recruit one of their greatest heroes of the past to face this new threat, sending her to the remote Tatooine system.

Bail never mentions Yoda or Luke. The real reason is obvious: Luke's connection to Leia and the prequel events that caused Bail to know of Yoda were not known by radio drama author Brian Daley. But inside the Star Wars universe, we can easily imagine that Bail's contingency plans only encompassed Ben for safety and that the Senator would leave it up to Kenobi to decide whether or not to include Luke and therefore not inform Leia of such a possibility.

What can you tell me about Palpatine's aides, Sly Moore and Mas Amedda? They're always seen standing with Palpatine on the Senate Podium or in his office, but Sly

Moore never speaks or does much of anything; Amedda just seems to let out a few lines here and there, and then just stands around. Is there more to them than meets the eye?

There is, given that we now know they've known of Palpatine's true identity. Thus, they were active accomplices in the Sith rise to power, but they're not warriors on par with Sidious' apprentices. Sidious' ascent was political, thus he needed servants capable of deftly wielding political power, not Force powers.

Sly Moore is more than just an aide. As an Umbaran, she has the ability to influence others. It's not a Force talent but something psychochemical. It's unknown how many politicians or Coruscant powerbrokers caved to Palpatine's ambitions thanks to a well-placed word from Moore—she doesn't say much, but when she does, she can be very compelling.

For all his sinister characteristics—a booming voice, sharp horns, forked tongue, and imposing wardrobe—Mas Amedda is basically just a bureaucrat. He wields no special powers to push the Sith agenda. But he does



know ancient Sith history. A well-versed antiquarian, Mas Amedda has used the limitless wealth and influence to scour the galaxy for ancient Sith relics to bring back to Sidious' lair on Coruscant and elsewhere.

Their fates currently remain unknown, and no story has ever spotlighted them in really active roles in Palpatine's ascent.

When Luke is at the site of the Jawa Sandcrawler-stormtrooper attack in A New Hope, he uses the word "robots" to describe C-3PO and R2-D2. Was that a "Buck Rogers" mistake there because I never heard them described as anything but "droids" throughout the entire six movies.

There's nothing wrong with the word "robot." It's a primitive, more provincial synonym to "droid," in the

same way "spaceship" is to "starship," or "laser sword" is to "lightsaber." Before more Star Wars stories were published, proving the preference for the term "droid," the term "robot" could be found more frequently in early Expanded Universe lore. Terms like "robo-hauler," "mouse robot," and "robo-bartender" can be found in these early sources.

Who is the officer in command of the second Death Star in Return of the Jedi? Vader refers to him vaguely as "commander" in the beginning of the film when he informs him of the Emperor's arrival. Is he Tarkin's replacement perhaps?

He is Moff Jerjerrod. Politically speaking, he does not command the same authority as Grand Moff Tarkin, who governed an entire region of space, encompassing many sectors. Jerjerrod governed only one: the Quanta sector.

The diminished authority comes from a concerned Emperor with good reason. The radio dramatization of A New Hope (regular readers should now realize these dramas hold a lot of answers!) revealed that the commander of the Death Star could be a very potent threat to the Emperor should his loyalty be swayed. There were very interesting scenes where Admiral Motti, sniffing around for opportunity, was carefully talking around treasonous ideas with Grand Moff Tarkin. Anyone in total command of a Death Star would be the ultimate power in the galaxy.

So a less ambitious, more malleable Imperial officer was placed in charge of the second Death Star to keep such temptation in check. Jerjerrod wasn't entirely devoid of spine, though, as is evidenced by scenes cut from Return of the Jedi. A scene of Jerjerrod being ordered to blast Endor with the Death



Star's superlaser was cut, including his objections to the order, citing that many of the Empire's best troops were on the moon.

Do you have a Star Wars trivia question that you can't find the answer to? Email it to us at QandA@insider.starwars.com or send it to STAR WARS INSIDER, P.O. Box 23500, Oakland, CA 94623-2350. ATTN: Q&A.





LURKING IN THE

THE CREEP



There are monsters in *Revenge of the Sith* that could possibly be worse than General Grievous or Darth Vader—you just have to know where to look.

By Daniel Wallace

AT first glance, Episode III doesn't seem like much of a monster movie. There's no rancor, no space slug, no "thrown to the lions" moment inside an execution arena. All the narrative struggles seem focused around Anakin Skywalker—and that's the moment when it all comes into focus.

Darth Vader is the monster. His skull-like mask, his nightmare breathing, his zombie-like resurrection atop the Emperor's surgical slab—Episode III's main monster isn't patterned after the spirit of Godzilla. He's patterned after the spirit of Frankenstein.

But while exotic animals might not take center stage in *Revenge of the Sith*, the zeal with which Lucasfilm's designers have created new worlds is as vibrant as ever. On planets from Mustafar to Utapau, new creatures haunt the fringes of the alien landscapes. Although they might be hard to see—frightened away, perhaps, by the battles blazing around them—they exist in dark caves and dense jungle thickets. By studying them, we can learn new details about the environments we've visited in the movie theater.

This time around, it helps to be quiet. Be careful not to spook the creatures of Episode III!

SHADOWS

OF EPISODE III

NOS MONSTER

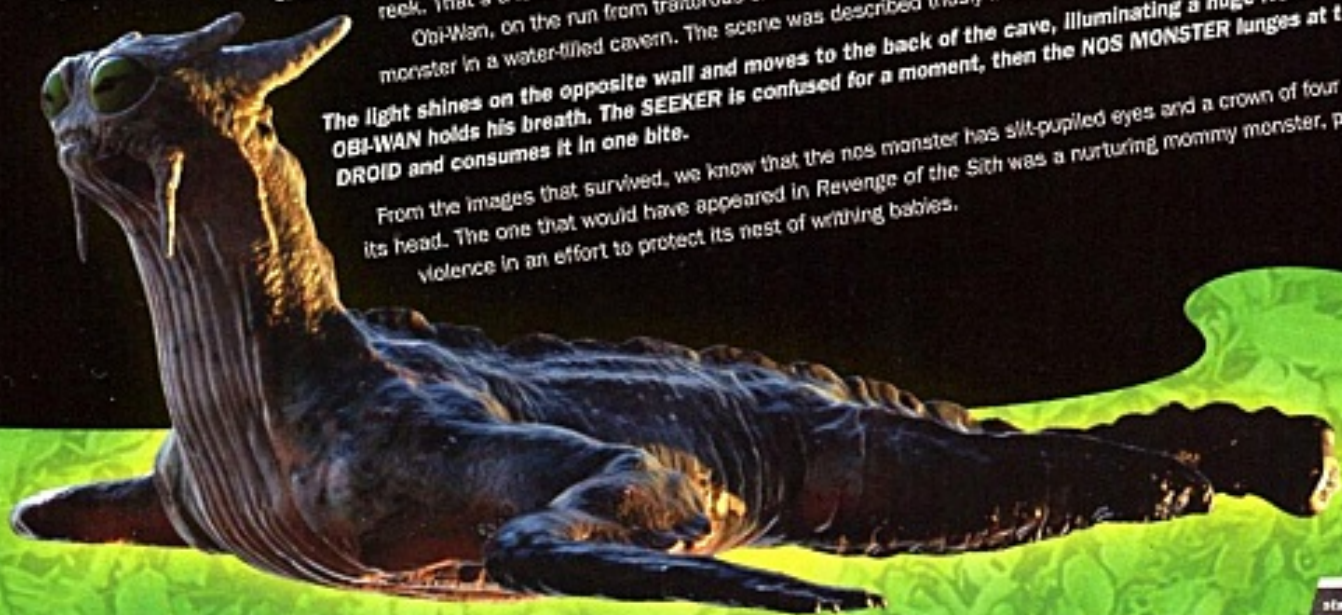
Thanks to an editorial cut, the absence of the nos monster in Episode III has broken one of the longest-running streaks in the Star Wars movies. The streak in question? The moment where a ravenous beast almost takes down a hero.

Think about it. In *Star Wars*, Luke almost met his end in the trash compactor after being entangled with a dianoga, and then in *The Empire Strikes Back* he almost bought the farm at the claws of the wampa. In *Return of the Jedi*, Lando almost became a thousand-year meal for the Sarlacc. Then in *The Phantom Menace* and *Attack of the Clones* respectively, Qui-Gon, Obi-Wan, and Jar Jar were almost made a meal by a trio of sea monsters, while Kenobi, Anakin, and Padmé came close to being used as scratching posts by an acklay, nexu, and reek. That's a lot of creatures. So perhaps one more monster wouldn't be missed.

Obi-Wan, on the run from traitorous clone troopers on Utapau, was originally scheduled to run into a nos monster in a water-filled cavern. The scene was described thusly in the script:

The light shines on the opposite wall and moves to the back of the cave, illuminating a huge NOS MONSTER. OBI-WAN holds his breath. The SEEKER is confused for a moment, then the NOS MONSTER lunges at the SMALL DROID and consumes it in one bite.

From the images that survived, we know that the nos monster has slit-pupiled eyes and a crown of four horns atop its head. The one that would have appeared in *Revenge of the Sith* was a nurturing mommy monster, provoked to violence in an effort to protect its nest of writhing babies.



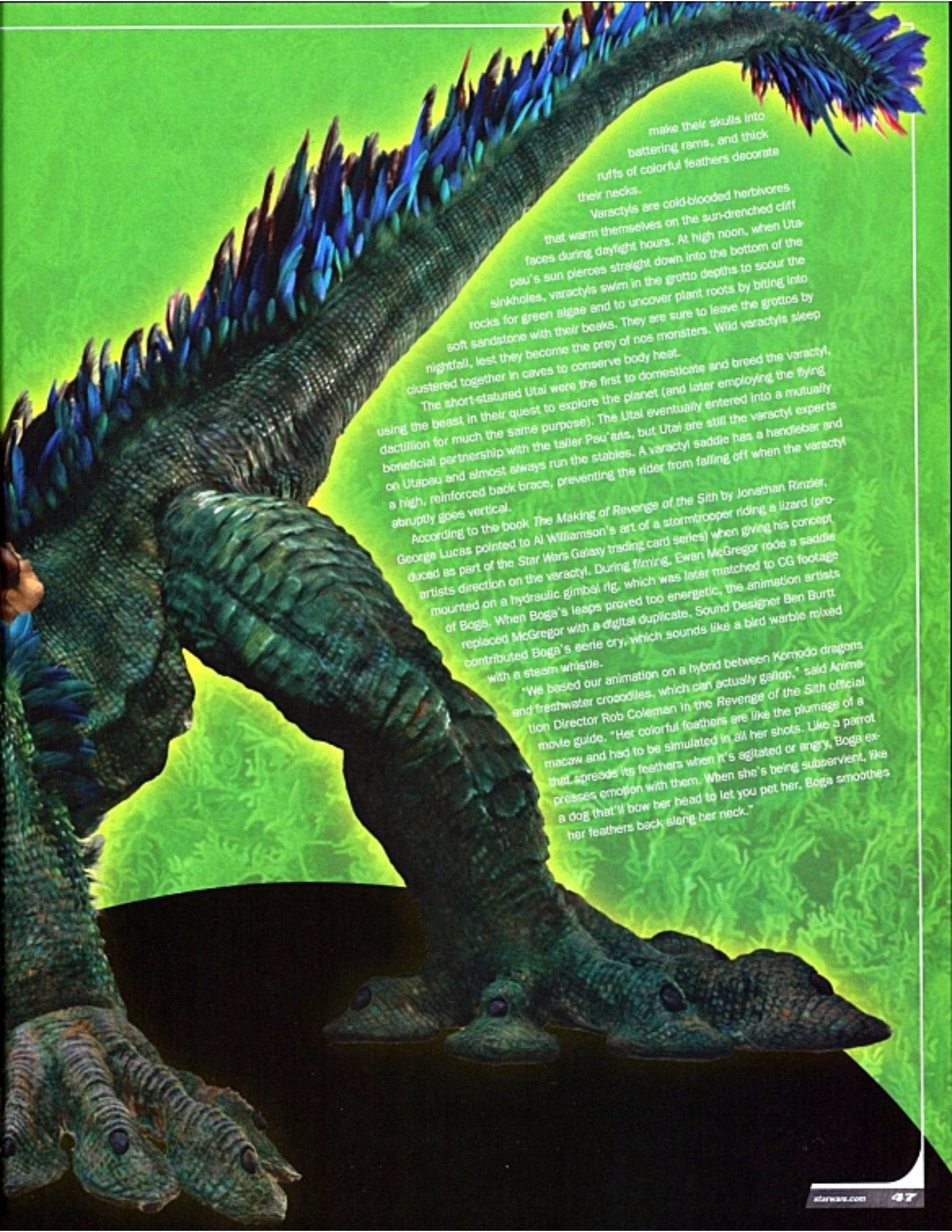
VARACTYL

The varactyl, in the form of Obi-Wan's faithful steed Boga, is one of *Revenge of the Sith*'s most memorable creatures. When Boga falls from a cliff after being shot by clone troopers, it's a rare viewer who doesn't feel a small pang of sadness. Drawing the noblest qualities from *The Empire Strikes Back*'s loyal tauntaun and injecting them into the body of a gigantic dragon-lizard, the concept designers created a beast tough enough to chase down General Grievous, yet as friendly as a shaggy dog.

Boga bursts dramatically into frame in Episode III. Obi-Wan holding her reins like the Lone Ranger astride Silver. But at one point, there was more substance behind our introduction to Boga. Cut from the script was a sequence where Obi-Wan visits the stables and "borrows" a ride using the Jedi mind trick. The scene does survive in the comics adaptation.

Varactyls stand 13-feet tall (four meters) at the shoulder, and their clawed, five-toed feet are perfect for finding purchase on the sheer inclines that comprise the surface of Utapau. Along their backs are spines used both for defense and as a display during mating rituals, and females have a spread of sharp spines on their tails. Bone layers





make their skulls into battering rams, and thick ruffs of colorful feathers decorate their necks.

Varactyls are cold-blooded herbivores that warm themselves on the sun-drenched cliff faces during daylight hours. At high noon, when Utapau's sun pierces straight down into the bottom of the sinkholes, varactyls swim in the grotto depths to scour the rocks for green algae and to uncover plant roots by biting into soft sandstone with their beaks. They are sure to leave the grottos by nightfall, lest they become the prey of nos monsters. Wild varactyls sleep clustered together in caves to conserve body heat.

The short-statured Utai were the first to domesticate and breed the varactyl, using the beast in their quest to explore the planet (and later employing the flying dactillion for much the same purpose). The Utai eventually entered into a mutually beneficial partnership with the taller Pau'ans, but Utai are still the varactyl experts on Utapau and almost always run the stables. A varactyl saddle has a handlebar and a high, reinforced back brace, preventing the rider from falling off when the varactyl abruptly goes vertical.

According to the book *The Making of Revenge of the Sith* by Jonathan Rinder, George Lucas pointed to Al Williamson's art of a stormtrooper riding a lizard (produced as part of the *Star Wars* Galaxy trading card series) when giving his concept artists direction on the varactyl. During filming, Ewan McGregor rode a saddle mounted on a hydraulic gimbal rig, which was later matched to CG footage of Boga. When Boga's leaps proved too energetic, the animation artists replaced McGregor with a digital duplicate. Sound Designer Ben Burt contributed Boga's eerie cry, which sounds like a bird warble mixed with a steam whistle.

"We based our animation on a hybrid between Komodo dragons and freshwater crocodiles, which can actually gallop," said Animation Director Rob Coleman in the *Revenge of the Sith* official movie guide. "Her colorful feathers are like the plumage of a macaw and had to be simulated in all her shots. Like a parrot that spreads its feathers when it's agitated or angry, Boga expresses emotion with them. When she's being subservient, like a dog that'll bow her head to let you pet her, Boga smooths her feathers back along her neck."



CAN-CELL

They grow things big on Kashyyyk, from the native Wookiees (who could shame an all-star basketball team) to the wroshyr trees that can top out at two kilometers. If the can-cell, therefore, is some kind of gargantuan dragonfly, let's be thankful that Kashyyyk doesn't harbor mosquitoes.

Can-cells measure 10 feet long (three meters) from their bug-eyed heads to the tips of their feathery tails. They eat other, smaller insects and have also been known to devour rodent-sized animals. Two pairs of wings that beat so furiously they generate a buzzing drone that can be heard from afar power their undulating bodies.

Can-cells, attracted by high-pitched engine whines, often follow in the wake of flying Wookiee vehicles like gnasp filters and airborne catamarans. The Wookiees view the arrival of can-cells as a good omen and sometimes keep the creatures as pets.

Can-cells are strong enough to carry some of the galaxy's smaller alien species on their backs. Wookiees are not included in that number, but the Aleena (the same species as Podracer Ratts Tyerell from *The Phantom Menace*) work on Kashyyyk as can-cell reconnaissance spotters. Aleena scouts flying on can-cell mounts gathered vital data on Separatist troop positions just prior to the Clone Wars battle for the coastal city of Kachirho.

Giant dragonflies don't exist solely in the realm of space fantasy. Approximately 280 million years ago, a number of plus-sized bugs shared the Earth with the dinosaurs. The dragonflies of the Permian period had wingspans of up to two feet (61 centimeters)—far short of a can-cell but four times larger than their modern-day descendants.

Fans of the can-cell will have to get their fix from the Hasbro toy. Although a couple of can-cells are visible in the movie's establishing shot of Kashyyyk, the creature's star-making turn was chopped from *Revenge of the Sith*. In the script, Yoda was to have escaped from clone troopers on Kashyyyk by hitching a lift:

YODA whistles and a large ALIEN FLYING INSECT called CAN-CELL appears. YODA jumps on the insect's back and they take off.

According to starwars.com, the scene was cut early in postproduction and never made it past the animatic stage. The toy version of the can-cell has removable wings and comes packaged with a Yoda figure, allowing buyers to re-create a scene that exists only in the "what if" file.

A large, dark, metallic-looking insect, the lava flea, is shown from a low angle, making it appear massive. A Mustafarian, a humanoid figure with a dark, segmented suit and a long, thin, whip-like appendage, is riding on its back. The insect has a large, segmented head with a prominent eye and several legs. The background is a dark, rocky landscape with a bright, glowing green circular area at the bottom. The title "MUSTAFAR LAVA FLEA" is written in large, green, blocky letters in the upper right corner.

MUSTAFAR LAVA FLEA

The opening shot of Mustafar is positively nightmarish. As lava oozes and spouts from tables of cracked black rock, a line of strange beings come into view, riding atop claw-legged beetles. Given the hellish backdrop, it's not hard to envision the sight as a procession of demons.

The Mustafarians might object to that characterization—after all, they can't help the environment into which they were born. The beetles they ride, referred to as "lava fleas" by offworlders who can't pronounce the local language, are an integral part of the disciplined procedures that have enabled the Mustafarians to tame their burning land.

All life on Mustafar originated underground, in those few solid land masses not fissured by magma eruptions. Lava fleas begin their life cycles as tiny, crystalline worms and secrete a powerful acid that enables them to break down and metabolize solid rock. As they ate, lava worms left behind intricate cavern networks, and the Mustafarians followed. And as the worms pupated into beetles and shed their shells during molting season, the Mustafarians hammered the shells into armored suits that could stand up to the heat of a blast furnace.

Before long, the people of Mustafar had domesticated the lava flea. They learned to trust in its sure-footed jumps, which allowed them to leap across active lava flows up to 30 meters across. When the Techno Union came to Mustafar, it brought modern wonders such as the heat-shielded repulsorlift platform, yet most Mustafarians still opted to travel on flea-back.

During development of Episode III, the lava flea bore the informal nickname of the "Jun bug," after Concept Designer Sang Jun Lee. Another label briefly worn by the creature was "magma mite."

FELUCIA GELAGRUB

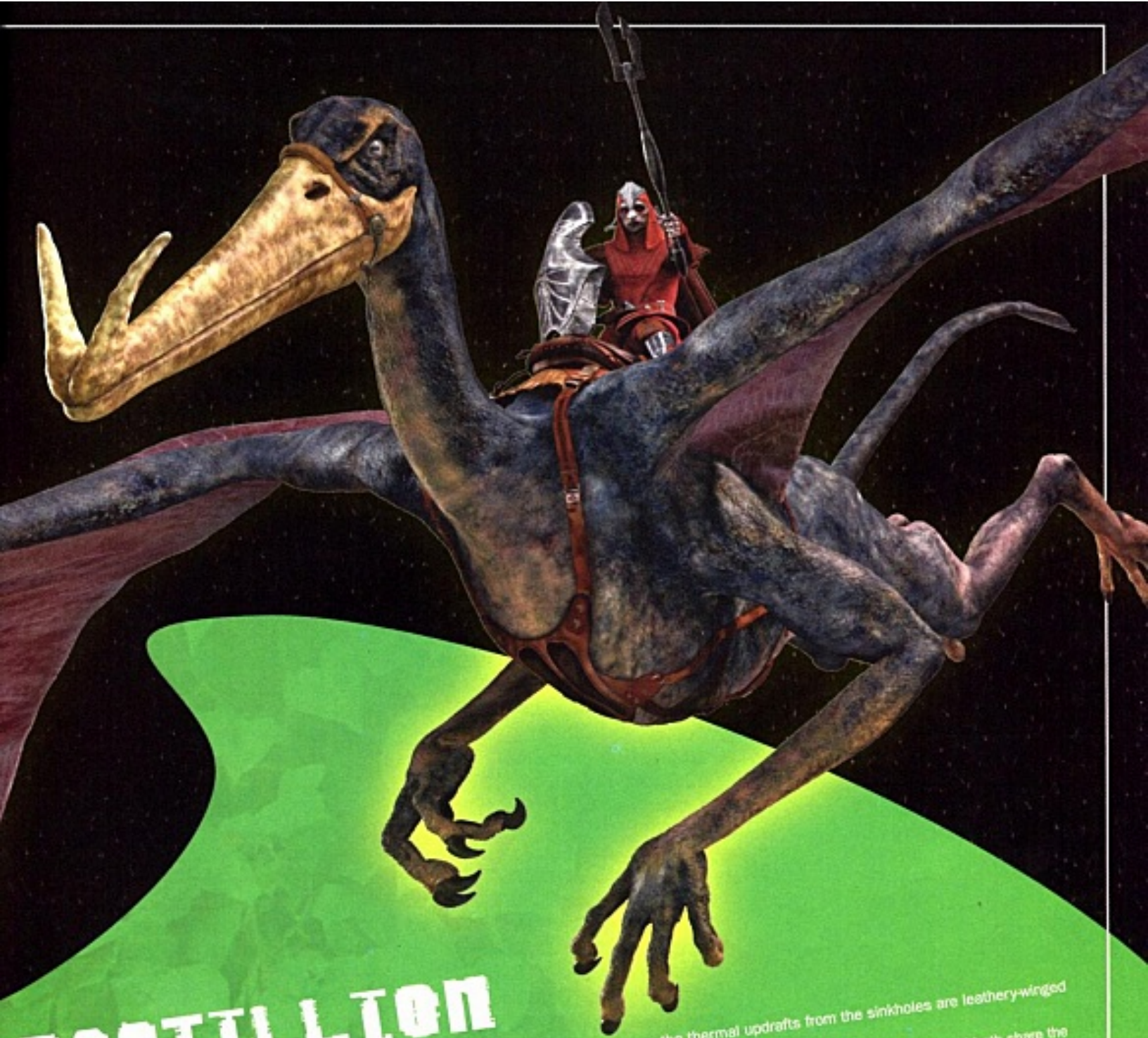
The translucent gelagrub lurks amid the towering fungi of Felucia. Its shimmery, squishy body makes it look unpleasantly like a bit of mobile mucus. In Episode III, the gelagrub is barely visible, but in its tiny cameo one can discern an homage to Episode IV. Some of the clone troopers on Felucia, who are members of the elite Star Corps under the command of Jedi Knight Aayla Secura, are riding gelagrubs through the underbrush, much as the stormtroopers in *A New Hope* rode native dewbacks to search for two escaped droids on Tatooine.

The gigantic mushroom forests of Felucia produce an almost head-spinning effect because of their kaleidoscopic palettes of color. The world's rich plant life has evolved to thrive on high levels of ultraviolet radiation, which has also led to unique adaptations in the animal kingdom. The gelagrub is one of many Felucia creatures with see-through skin. The lichens that gelagrubs eat contain UV-blocking chemicals, which are metabolized during the digestion process and rerouted to ducts inside the skin layers. Harmful solar rays are filtered out in this fashion long before they can fry sensitive internal organs.

Gelagrubs are just what their name suggests—grubs—that will go through a metamorphosis and change into an adult, which resembles a gigantic beetle. In this form, their mirrored shells can reflect the rays of Felucia's damaging sun. A gelagrub has a wide mouth, two eyes stacked in a vertical row, and an array of stubby legs with an adhesive sheen that allows the grub to ooze up steep inclines.

ILM Digital Artist Paul Giacobbe, responsible for creating the gelagrub, also populated Felucia with a second creature known only as the "gummy peko peko." This avian was created by taking the peko peko model from the Naboo scenes in Episode I and refilling the mold with the same gelatinous substance that comprises the gelagrub.





DACTILLION

Prehistoric monsters once again rule the Earth! Well, they do on Utapau, anyway. Soaring on the thermal updrafts from the sinkholes are leathery-winged dactillions, clear cousins to the flying reptiles that filled our own skies during the late Cretaceous period.

Dactillions share many traits with the members of the extinct pterosaur family, including a name classification. "Dactillion" and "pterodactyl" both share the root term dact-, which is derived from the Greek word for finger and describes the elongated digits that provide support for the wings enabling both creatures to fly. Dactillions have a wingspan of 79 feet (24 meters), twice the size of that of Quetzalcoatlus, the mightiest pterosaur in history.

In the history of Utapau, dactillions were one of the first species to be domesticated by the native Utai. By carefully studying the flight patterns of dactillions, they could determine when the terrible surface winds had ebbed to safe levels, allowing them to colonize other sinkholes and build wind-powered turbines. After they had first domesticated the varactyl, the Utai soon tamed the dactillion. They used it for travel, reconnaissance, and recreational flying.

Dactillions use their four limbs to cling to the cliff faces of the sinkholes, detaching when they spot prey and soaring on the breeze. In the wild, the carnivores feast on grotto fish, varactyl eggs, carrion, and even Utai children. In Utapaun stables, dactillions are kept happy with a regular diet of fresh meat.

The Revenge of the Sith designers conceived of the dactillion as a Jedi mount, and the concept model showed Ki-Adi-Mundi in the saddle. In the final film, Utapaun warriors riding dactillions join the battle to free their planet from General Grievous' droid armies.

The dactillion continues a tradition of airborne mounts in the prequels. The Phantom Menace was originally slated to have Gungans aboard soaring manta ray-like creatures, and a brief shot in Attack of the Clones shows a Kaminoan bursting through the waves atop a flying alwha (an amalgamated name derived from "air whale").

THE FULL TEXT OF PALPATINE'S GLORIOUS SPEECH

Citizens of the civilized galaxy, on this day we mark a transition. For a thousand years, the Republic stood as the crowning achievement of civilized beings. But there were those who would set us against one another, and we took up arms to defend our way of life against the Separatists. In so doing, we never suspected that the greatest threat came from within.

The Jedi, and some within our own Senate, had conspired to create the shadow of Separatism using one of their own as the enemy's leader. They had hoped to grind the Republic into ruin. But the hatred in their hearts could not be hidden forever. At last, there came a day when our enemies showed their true natures.

The Jedi hoped to unleash their destructive power against the Republic by assassinating the head of government and usurping control of the clone army. But the aims of would-be tyrants were valiantly opposed by those without elitist, dangerous powers. Our loyal clone troopers contained the insurrection within the Jedi Temple and quelled uprisings on a thousand worlds.

The remaining Jedi will be hunted down and defeated. Any collaborators will suffer the same fate. These have been trying times, but we have passed the test.

The attempt on my life has left me scarred and deformed, but I assure you my resolve has never been stronger. The war is over. The Separatists have been defeated, and the Jedi rebellion has been foiled. We stand on the threshold of a new beginning.

In order to ensure our security and continuing stability, the Republic will be reorganized into the first Galactic Empire, for a safe and secure society, which I assure you will last for 10,000 years. An Empire that will continue to be ruled by this august body and a sovereign ruler chosen for life. An Empire ruled by the majority, ruled by a new constitution.

By bringing the entire galaxy under one law, one language, and the enlightened guidance of one

individual, the corruption that plagued the Republic in its later years will never take root. Regional governors will eliminate the bureaucracy that allowed the Separatist movement to grow unchecked. A strong and growing military will ensure the rule of law.

Under the Empire's New Order, our most cherished beliefs will be safeguarded. We will defend our ideals by force of arms. We will give no ground to our enemies and will stand together against attacks from within or without. Let the enemies of the Empire take heed: Those who challenge Imperial resolve will be crushed.

We have taken on a task that will be difficult, but the people of the Empire are ready for the challenge. Because of our efforts, the galaxy has traded war for peace and anarchy for stability. Billions of beings now look forward to a secure future. The Empire will grow as more planets feel the call, from the Rim to the wilds of unknown space.

Imperial citizens must do their part. Join our grand star fleet. Become the eyes of the Empire by reporting suspected insurrectionists. Travel to the corners of the galaxy to spread the principles of the New Order to barbarians. Build monuments and technical wonders that will speak of our glory for generations to come.

The clone troopers, now proudly wearing the name of Imperial stormtroopers, have tackled the dangerous work of fighting our enemies on the front lines. Many have died in their devotion to the Empire. Imperial citizens would do well to remember their example.

The New Order of peace has triumphed over the shadowy secrecy of shameful magicians. The direction of our course is clear. I will lead the Empire to glories beyond imagining.

We have been tested, but we have emerged stronger. We move forward as one people—the Imperial citizens of the first Galactic Empire. We will prevail. Ten thousand years of peace begins today.

EMERSON C. SWINCELAND



■■■■PALPATINE'S TRIUMPHS: A CELEBRATION■■■■

47B-5.3.11 Palpatine is born on Naboo.

17B-5.10.05 Following defeats in runs for low-level Naboo positions, Palpatine is elected sectorial senator for his home sector of Chammel. He is reelected multiple times.

3.4.14 The Trade Federation invades Naboo. After the ineffectual Supreme Chancellor Valorum is forced out, Palpatine is overwhelmingly elected in his place. He brings about a swift end to the crisis.

5.3.13 Palpatine's political text, *The Paths to Power*, tops the best-seller lists.

7.10.05 Palpatine wins reelection to the post of Supreme Chancellor.

8.2.11 Palpatine approves measure 4213.0410, sponsoring the Outbound Flight Project, which departs from Yaga Minor on a mission to pierce the Unknown Regions and the galactic barrier.

9.9.26 The Senate modifies the Republic constitution, allowing Palpatine to remain in office to lead the galaxy through the threat of Count Dooku's Separatist movement.

13.5.21 The Senate gives Chancellor Palpatine emergency war powers to deal with the crisis. Palpatine raises the Grand Army of the Republic and takes the fight to Count Dooku in the conflict now called the Clone Wars.

16.5.23 Palpatine smashes a traitorous Jedi rebellion and wins the Clone Wars. A euphoric Senate appoints him Emperor-for-life.



COMPOR REBORN

IMPERIAL CITY, CORUSCANT

The Empire gained a new body of guardians today with the introduction of COMPNOR, a volunteer corps of civilian patriots that replaces the Commission for the Preservation of the Republic, or COMPOR.

The new organization, officially called the Commission for the Preservation of the New Order, proclaimed its mission as the "defense of Imperial precepts through strength and truth" in a ceremony held this morning at the *Plaza di am Imperium*. Thousands of uniformed marchers, carrying red-and-white banners emblazoned with the official Imperial seal, paraded down the *Glittannai Esplanade* and massed in front of the palace's reviewing balcony. The Emperor did not make an appearance, but Imperial advisor Caeysa Vandren briefly greeted the crowd to raucous cheers.

"COMPNOR is ready to lead the Empire into a thousand years of dominance," said Ishin II-Raz, the former spokesman for COMPOR and head of COMPNOR's Select Committee. "To our Emperor, and to all Imperial citizens, we proudly report for duty."

Established during the turmoil of the Clone Wars, COMPOR was a volunteer corps committed to supporting Chancellor Palpatine and the Republic war effort. The group became known for its "credits for clones" resource drives and its enthusiastic rallies.

COMPNOR promises to be much more ambitious. "Advisor Vandren is in full support of our mission and has made a commitment to growing COMPNOR," said II-Raz. Already present in the organization's manifest are the *Coalition for Progress*, a division to review the purity of Imperial cultural endeavors, and the *Coalition for Improvements*, a division designed to promote the use of standardized Imperial technology. Speculation is rife that the newly formed Imperial Security Bureau, an offshoot of Imperial Intelligence, will be folded into the organizational structure of COMPNOR. The largest division of COMPNOR is its youth program, known as *SAGroup* (Sub-Adult Group). Former graduates of *SAGroup* during its Republic incarnation have since announced their intentions to serve the Empire as part of *Compforce*, an independent paramilitary unit under the guidance of COMPNOR's Select Committee.

COMPNOR will be holding recruitment drives on more than 200 Core Worlds over the next month. "Come on out and show your support for the New Order," urged II-Raz. "Meet our members, then become a member yourself. You don't want to be the only one in your neighborhood who isn't a part of COMPNOR."

|||||SIXTY-THREE SENATORS ARRESTED||||| |||||IN COLLUSION WITH JEDI INSURGENCY|||||

IMPERIAL CITY, CORUSCANT

Imperial Intelligence scored a dramatic victory against the plotters of the Jedi rebellion today, arresting 63 senators on charges of conspiracy and treason. These arrested included a number of senators from prominent Core Worlds as well as many alien senators from Outer Rim worlds where lawlessness is known to run rampant.

"We are cheered by this victory but deeply disappointed that public servants could fail the Emperor so completely," said Armand Isard, director of Imperial Intelligence. "Be confident that we will not relent until the prisoners have given up the names of their accomplices."

Most of the identities of the 63 senators are still classified. Only a partial list had been released as of press time. All of the names on the list had also been signatories of the Petition of 2000, a formal protest against Palpatine's new system of regional governorship signed by 2000 legislators and presented during the last full Senate session.

The remaining signatories of the petition were subdued in their reaction to the latest arrests. "I support the Emperor's efforts to ensure the safety of all Imperial citizens," said Senator Bail Organa of Alderaan in a statement issued by his office.

The late Senator Padmé Amidala of Naboo, one of the architects of the Petition of 2000, was remembered by Queen Apailana as "an outspoken idealist but someone very devoted to the principles of security represented by the Empire. It is our hope that His Imperial Majesty will not hold this petition against the people of Naboo, who are electing a new senator to better illustrate our openness to the Empire's New Order."

Director Isard would not say whether more arrests were forthcoming. Isard urged all Imperial citizens to obtain the full list of the signatories of the Petition of 2000 to ensure that their interests are being fairly represented by those in power.

|||||UPDATED: THE ARRESTS||||| |||||IS YOUR SENATOR A TRAITOR?|||||

The following names are the latest added to the roster of 63 arrests:

- >> Iver Drako of Kestos Minor
- >> Streamdrinker of Tynna
- >> Shea Sadashassa of Hardessa

- >> Tanner Cademan of Feenix
- >> Grebleips of Brodo Asogi
- >> Fang Zar of Sera Prime

FOR A COMPLETE LIST, PLEASE SEE HERE.

TOP STORIES

TRADE FEDERATION SIGNS TREATY: NATIONALIZATION UNDERWAY

KOTO-SI, NEIMODIA

Sentepath Findos, acting viceroy of the Trade Federation, signed a treaty today that gives the Empire direct control of the cartel's vast resources. Widely expected in the wake of the Confederacy of Independent Systems' defeat in the Clone Wars, the agreement gives control of all Trade Federation holdings, effective immediately, to Emperor Palpatine and the Emperor's designated corporations.

"As the Trade Federation signs this treaty of peace with the Empire, we recognize that our constituent parts are no longer under our control," said Findos. "We ask only that the Emperor grant us special dispensation during the distribution of assets in light of our proven track record in business." Findos was then escorted out of the room by stormtrooper guards.

The biggest private beneficiaries of the nationalization are likely to be companies with close ties to the Imperial government (see sidebar), particularly loyalist corporations who contributed their resources to help ensure the Republic's victory in the Clone Wars.

Not all branches of the Trade Federation are happy with the terms of the treaty. Speaking from the Mid Rim commercial hub of Enarc, Customs Vizier Marath Vooro called Findos' authority illegitimate. "Where is [viceroys Nute] Gunray? Where is [settlement officer Ruu] Haako? A third-tier flunky has no right to negotiate on the Trade Federation's behalf."

Vooro warned of armed resistance from his planet and other outposts like it. "We have our battleships. We have our droids. If Palpatine wants our wealth, let him come and take it."



TOPLINE DATA

WHAT'S AFFECTED? All Trade Federation holdings are now owned by the Empire. Expect most assets to be absorbed into loyalist companies, such as Kuat Drive Yards, Sienar Systems, TaggeCo, and Merr-Sonn.

WHAT HAPPENS TO THE TRADE FEDERATION? The Trade Federation's ruling directorate has been dismantled. Furthermore, the

conglomerate forfeited its senatorial voting power when it joined the CIS at the start of the Clone Wars. Unless the Emperor keeps the name intact (unlikely), the 350-year-old organization essentially no longer exists.

WHAT'S NEXT? Expect similar action on the InterGalactic Banking Clan, the Commerce Guild, the Corporate Alliance, and other CIS signatories.

SPECIAL FEATURE

MEET YOUR REGIONAL GOVERNORS: PART ONE IN A SERIES

Under the Old Republic, Senate-only representation lacked direction and purpose. The new system of regional governorship, while not replacing the Senate, will cut the bureaucracy considerably. Your territory now has an overseer with the ear of Emperor Palpatine himself.

The territories controlled by regional governors have been laid out according to military need, permitting free movement across the borders that confine sectorial senators. In an evocative tribute to the satraps of the small space empires who grew the ancient Republic, the Emperor has bestowed upon his governors the honorary title of Moff.

Steady eyed and confident, these proud men are at the vanguard of Emperor Palpatine's bold New Order. What can you expect from your regional governor?

SECURITY Pirates, smugglers, and seditionists allied with the failed Jedi rebellion have reason to tremble. Your regional governor has direct jurisdiction over Star Destroyers and stormtroopers, and will vigilantly defend the lives of Imperial citizens.

IDEOLOGICAL FREEDOM You deserve to live in an Empire where you and your neighbors can openly express your love for Imperial ideals, and where alien teachings and other controversial subjects aren't shoved down your children's throats in the name of "fairness." Your regional governors, in conjunction with COMPNOR, are already modernizing the educational system.

A DIRECT ROLE IN GOVERNMENT Your increased taxes are helping pay for our military and expanded Imperial services.



WILHUFF TARKIN

With the sharp features of a hawk-bat, this rising star from the Outer Rim commercial hub of Eriadu holds entire star systems in his grip. A former commander in the Republic Regions security force, Tarkin was most recently the lieutenant governor of Eriadu. He now oversees the greater Seswenna sector with a special emphasis on emerging military technology.

DINN WESSEX

As a commander aboard the Venator-class Star Destroyer *Redoubt*, Wessex showed courage under fire that made him a hero at the Battle of Bax Pity. This technological genius recently married Lira Bliss.

one of the chief designers of the Venator-class, and even more ambitious naval vessels are sure to result from their pairing. Governor Wessex's responsibilities include the management of territory centered around the greater Belgim sector.

HARCELLIN WESSEL

The mystifying ways of aliens are no puzzle for this firm-handed administrator, who toured the galaxy's remote battlefronts as a colonel commanding the Republic's clone troopers. From his base in the Immalia sector, Governor Wessel supervises the surrounding quadrant, keeping a watchful eye on local tribal rebellions.

NEWS IN BRIEF

////CITIZENS URGED TO REGISTER FOR THEIR SAFETY////

If you've never registered, register today. If you've already registered as part of the Republic census, register again—it's the only way to get your new Imperial identichip. The identichip will allow officials to better screen out threats to your safety, including Jedi spies. Those caught without identichips can be subject to fines and imprisonment. Forging an identichip is punishable by life at a penal colony.

WHAT'S NEW? Citizens will note some new sections on the expanded Imperial registration form. These include:

POLITICAL PERSUASION Please answer all questions to the best of your ability

(essay-style responses are welcome). The fashion with which you express your loyalty will give Imperial officials valuable feedback, allowing them to respond more quickly to your particular needs.

WEAPONS All weapons must be declared under this section, or you could face severe penalties. Imperial officials will review your license application to determine if there is a need for your continued ownership of the item. Please provide the names of family or acquaintances you believe to have weapons. This information will be cross-referenced against their own registration forms to ensure their safety.

////THE NEW EMPIRE: HOW CAN YOU HELP?////

The war has been won and the Jedi rebellion smashed. We, as Imperial citizens, have much to cheer. But now our enemies have gone underground, and we must remain vigilant. All across the Empire, citizens are asking, "How can I help?"

Humans are the proud people of the Core, upon whose shoulders the banner of our glorious Empire is held aloft. As a human, there are many ways to do your part:

BECOME A CLONE DONOR As the war's heroes take up their new roles as defenders of the Empire, they need your help. If you are a man between the ages of 18 and 30 and scored in the top fifth percentile on your GAR physical exam, an agent will be contacting you shortly. Leave your mark on future generations!

JOIN THE MILITARY If you didn't score in the top five percent, we still need you! The Emperor has a grand vision for our star fleet and expanded army. Visit a recruiting center today!

CAN'T QUALIFY FOR THE MILITARY? JOIN COMPNOR The Commission for the Preservation of the New Order (see story this edition) is filled with people just like you who want their Empire to shine. It's also your exclusive source for breaking news on the latest

triumphs of the Galactic Empire. When you join, you get a free subscription to *Iron NW* (the official feed of COMPNOR) plus a special welcome message from Emperor Palpatine himself!

BECOME THE "EYES OF THE EMPIRE" Have you seen anything suspicious? Report it! A Jedi could be hiding in your district right now, and sadly, not all politicians are serious about this imminent threat to your safety. Ask yourself: If your neighbor isn't helping, isn't he part of the problem? Your reports might not seem like much to you, but they'll help our agents uncover just how far the Jedi conspiracy has spread. Don't just suspect it—report it!

IF YOU'RE AN ALIEN... Aliens have a vital role to play in our new society. As an alien, please contact the Imperial Social Planning office. Our representatives can help you with:

- Ensuring your datanet is up to date
- Assisting you in finding comfortable housing close to others of your species
- Getting you in on the ground floor as a team member responsible for building one of our exciting new construction projects

Remember—we are Imperials! We will prevail!

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//////HEADLINES//////

- » Senate Rotunda Still Closed for Repairs
- » Postage to Squibs: Orbital Wrecks Net Public Salvage
- » Industrial Accident on Mustafar Drives Dolavite To 760 Credits/Barrel
- » Coamasi Cancel "Rainbow of Sunshine" Festival
- » Point/Counterpoint: Imperial Rule and the Corporate Sector—Bad For Business?

//////BE ALERT!//////

The following is a partial list of Jedi still at large. If you have any information leading to the arrest of these dangerous fugitives, contact Imperial Intelligence at any public comm node:

- » Kai Justiss
- » Halagad Ventor
- » Ou Rahm
- » Ydra Kilwallen
- » Maw the Boltrurian
- » Ranik Solusar

FOR A COMPLETE LIST, PLEASE SEE HERE.

//////FINAL UPDATE//////

This will be the last edition of HoloNet News. For future updates, please set your transceiver to Imperial Holovision. END TRANSMISSION.



By Steve Sansweet

SCOUTING THE GALAXY
TREASURES AND SPACE JUNK

Finding a Treasure In a Used Bookstore Bin

PLUS, DOES TOPHER GRACE KNOW SOMETHING THAT I DON'T?



AH, summer convention season! It's always an enjoyable if hectic time of year for me and some of my Lucasfilm colleagues. The biggie is San Diego Comic-Con International, of course, which this year saw five-day attendance north of 105,000 people!

We were there big time with a large *Star Wars* pavilion filled with many of our great licensees, such as LucasArts, LEGO, Master Replicas, and StarWarsShop.com. Those holographic Princess Leia action figures flew out of the booth like they had wings. And nearby were more *Star Wars* goodies at the separate booths of Hasbro, Gentle Giant, Wizards of the Coast, Sideshow Collectibles, and Topps.

There was also a lot of stuff available in the humongous exhibition hall, from vintage action figures and comics to the latest Japanese mini-helmets. And lots of banter among collectors about what was hot in the market.

Next came Wizard World Chicago, which was a great chance to catch up with a bunch of *Star Wars* artists in a more restful atmosphere. Lots of talent there: Adam Hughes, Joe Corroney, Jan Duursema, Cat Staggs, Cynthia Cummings...and if I missed a name, I'm a dead man! I love talking to these creative folks and watching them sketch or just chat with excited fans. They, and others like them, have added so much to fans' enjoyment of the saga.

And then there was Dragon*Con—that Atlanta convention whose reputation as the fun con of the year for adults is not misplaced. It's a costumers' paradise with some of the dress veering close to R- if not X-rated.

On a more serious note, there are still far too many dealers openly selling bootleg DVDs. And I don't need to go into chapter and verse as to why this is illegal, wrong, and shortsighted. I'm afraid that if the major conventions don't start policing this themselves, others are going to step in and do it for them—with a lot more negative publicity and aggravation. Show operators: Police yourselves!



I've been watching That '70s Show on television and a character, Eric Forman (actor Topher Grace), loves Star Wars. He keeps talking about an "incredibly rare Darth Vader action figure with a green lightsaber." Was such a figure ever produced in 1978 or 1979?
—Jesse Hammons, Ocean Springs, MS

Not that I'm aware of. Of course, it's always possible that a factory worker accidentally inserted a Luke Skywalker saber into Vader's arm, but since this was the era of sabers embedded in the figure itself (and emerging from the hand) that would really be a freak occurrence. If I'm missing something, I'm sure my loyal readers will quickly inform me!

Do you think that Hasbro will ever base any action figures on a Star Wars video game? I'm thinking of games like Knights of the Old Republic or Republic Commando. I enjoyed the Expanded Universe collection, and I think this would be a good addition to Star Wars collectibles.

—Isaac Speed, Melcher, IA

Not only do I think they will, they already have. And since you're familiar with the 1998 Expanded Universe collection of nine action figures, I think you meant to ask if Hasbro would do additional figures from video games. The Expanded Universe collection consisted of four figures from Dark Horse's *Dark Empire* series; three figures from Timothy Zahn's *Thrawn* trilogy of novels; and two figures from LucasArts' *Dark Forces* video game, hero Kyle Katarn and one of the nasty Dark Troopers. All nine had unique card backs that could be cut open and folded down to create a primitive 3D backdrop. Because Hasbro has the contract to create and sell action figures through 2018, I think we'll be seeing more such Expanded Universe figures—including some from video games—in the future.

I am interested in buying a few items from StarWarsShop.com that also are advertised in the Insider. I've been a subscriber for years and in the past have bought items by phone

directly. Now there only seems to be a website to do this. I've tried several times to get a phone number or address to write to so that I can place orders, but no one can help. Everyone does not have a computer or access to the website. Can you help?

—Manfred Bohmer, Union, NJ

I know that there are some others who share your frustration, but let me try to explain the why's and how's of the current situation, and perhaps a solution. The vast majority of *Insider* readers—who are also members of Hyperspace, the online component of the Official Star Wars Fan Club—have access to computers.

When you run a business, any costs you incur have to be added to overhead, and as expenses rise so do prices in order to maintain enough of a profit margin to stay in business. The number of items you see in the pages of *Insider* are only a small part of all of the cool and exclusive items offered by StarWarsShop.com. Having an 800 number and enough people to answer it and take orders would add tens of thousands of dollars a month to Shop expenses, thus driving up prices. The same problem exists, although to a lesser magnitude, for mail orders.

Personally, the crew at Insider would love to have a special-edition Bea Arthur figure.

So from the start, StarWarsShop.com decided it could handle orders and customer service only online, and its experience to date strongly backs that initial decision. However, I have a possible solution. Nearly every library branch today has computers with online capabilities for public use at no charge. You can set up a free e-mail account with a large provider, log on to the Shop, and order to your heart's content.



PICK OF THE LITTER

Recently when I was on vacation at my grandmother's house, I was browsing the local used bookstore and I found a copy of *The Paradise Snare* by A. C. Crispin. The thing that caught my eye about this book was that it isn't printed in normal paperback size, there is no cover art, and the book has "Uncorrected Page Proofs" printed on the front cover. When I turned to the last page of the book it says, "Reviewers are reminded that changes may be made in this proof copy before books are printed. If any material from the book is to be quoted in a review, the quotation should be checked against the final bound book." I purchased the book for \$4.98, and it is in relatively good condition. What is the story behind this book? Did I get a good deal?

—Eric Christensen, Rowlett, TX

You happened upon a true rarity in the book-collecting world. There are many fans who read and collect *Star Wars* books. They may come in several sizes and bindings. There's often a hardcover edition, a Science Fiction Book Club hardcover edition that is slightly smaller, and later a paperback edition. (Some *Star Wars* books also have had multiple covers or limited-edition versions.)

But occasionally, a publisher wants to get the word out on a new series, a new author, or is just excited about a book and wants to alert book reviewers and give them plenty of time to read and review it. Most helpful to the publisher is a review that comes out just as the book is arriving in stores, and to facilitate this they usually print several hundred advance copies of mostly hardcover books but with less expensive paper covers. They warn reviewers that there still may be some changes, but the copy in their hands is pretty much how the final book will appear.

As you've discovered, some of these end up with used-book sellers. Your \$4.98 is a great price; these unusual treasures usually sell to collectors for around \$25 or more. I've got 18 different ones—and I know there are more.

U111C 04 J0V1 J1J1J17



sometime in the next several years. In the meantime, for the skinny on the two newest *Star Wars* books I'm involved with, please see Jedi Library this issue.

I received [bought] an unopened Episode III [fill in the blank] figure for my [birthday][bar mitzvah][wedding] a few [days][weeks][months] ago. Since this figure is so hard to find, I was just wondering how much it is worth.

—Too Many Folks Everywhere

To expect immediate price appreciation for a brand-new line figure, even if it's short-packed, strikes me as a bit, well, ridiculous. Yes, some hot new figure may shoot up in price on eBay, and there are enough people who will buy it at inflated prices. But in the not-so-long run, the figure's price will likely settle down to what the large retailers charge for every figure...or less.

Do you have any idea when they are planning on releasing a more complete Episode II soundtrack? And please tell me they won't take this long for the Episode III extended soundtrack, too.

—Christin Matys, Longview, TX

Sorry Christin, but at this time Sony has no plans to release two-disc versions of the soundtracks for either Episodes II or III as they had done for Episode I. It's strictly a business decision. But with the promise of *Star Wars* being around for a long, long time, if I were a betting man I'd lay a wager on there being an Ultimate Soundtrack set for all of the movies at some point in the future.



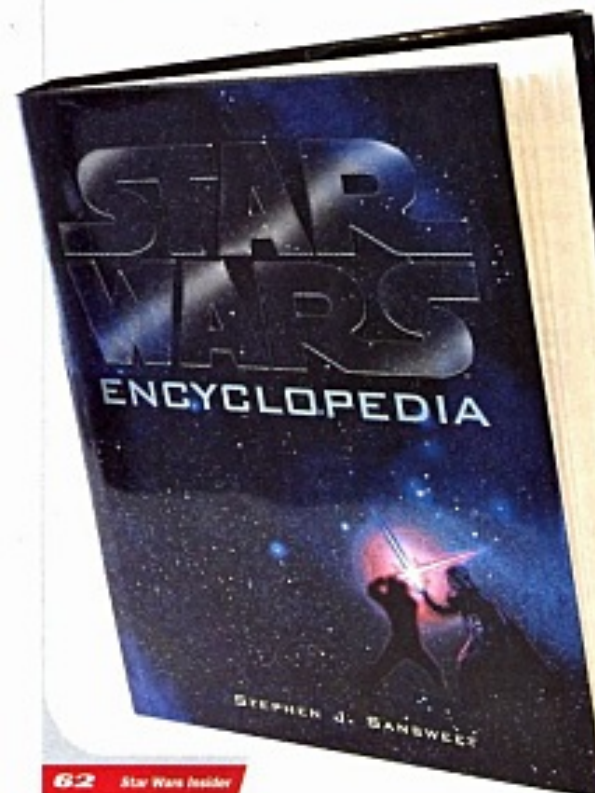
Please send your questions and comments about collectibles to: *Scouting the Galaxy*, P.O. Box 2898, Petaluma, CA 94953-2898. Or you may e-mail them to scouting@insider.starwars.com, making sure to put your hometown in the e-mail along with your full name. Letters won't be answered without both your name and city. Individual replies aren't possible because of time constraints, but we'll answer the questions of broadest interest in the column. Letters are edited for grammar, sense, and length.

Now that the *Star Wars* saga is complete, are you planning on making a "Prequel Edition" of *The Star Wars Encyclopedia*? I have enjoyed the current volume immensely. I don't think any fan can memorize every character, location, and event in the series, so it's very helpful to have that book on hand for reference. An edition covering Episodes I thru III (or an expanded edition of the current book) would be priceless.

—Brandon Waters, Syracuse, UT

While nothing definite is in the works at this writing, I feel safe in saying that there will be a follow-up to the first encyclopedia. There's still a question of exactly how to deal with the huge amounts of new and updated information while keeping much, if not all, of the information in the original book. I'm sure those decisions will be made and that a new volume will appear

Yes, Steve Sansweet really does know everything about *Star Wars*.





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POST

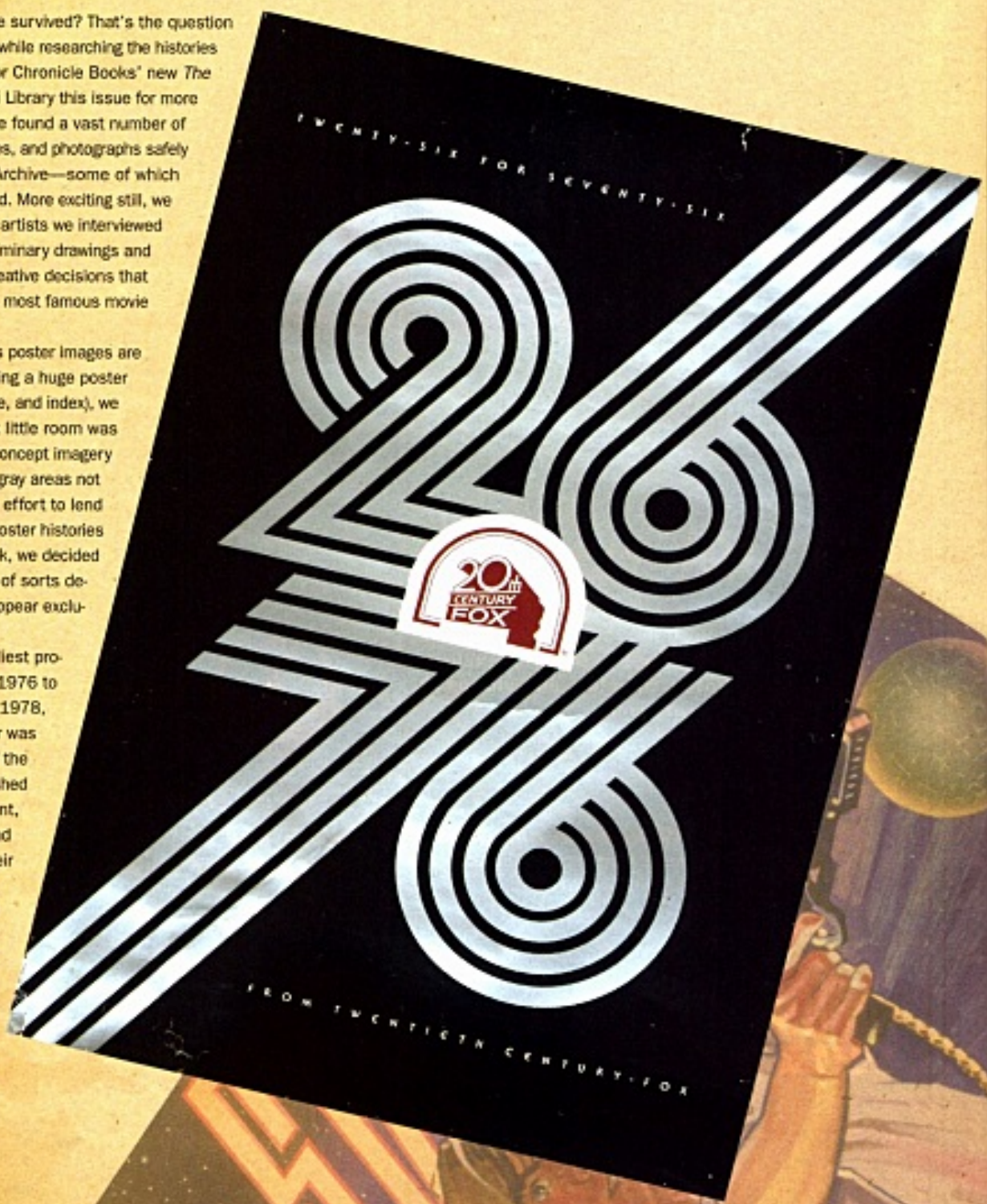
OF EPISODE IV: A NEW HOPE

By Pete Vilmur

HOW much could have survived? That's the question Steve Sansweet and I pondered while researching the histories of several *Star Wars* posters for Chronicle Books' new *The Star Wars Poster Book* (see Jedi Library this issue for more information). To our surprise, we found a vast number of original poster concepts, sketches, and photographs safely housed in Lucasfilm's Image Archive—some of which have never before been published. More exciting still, we found that several of the poster artists we interviewed had kept many of their own preliminary drawings and sketches, which revealed the creative decisions that went into designing some of the most famous movie posters of all time.

Because the book's 350-plus poster images are jammed into 320 pages (including a huge poster checklist, bootleg reference guide, and index), we discovered, to our dismay, that little room was left to include the multitude of concept imagery we'd used to fill in some of the gray areas not covered in our interviews. In an effort to lend a bit of visual reference to the poster histories documented throughout the book, we decided to offer a three-part addendum of sorts devoted to the original trilogy to appear exclusively in *Star Wars Insider*.

From 20th Century Fox's earliest promotional push for *Star Wars* in 1976 to its re-release in the summer of 1978, it seems as if a different poster was produced to mark each step of the way. While only a handful of finished designs actually made it to print, scores of concept drawings had guided marketers to arrive at their final image choices, adopting some ideas while casting aside others. Whatever their influence, this array of concept imagery, sketches, photographs, and finished artwork tell a colorful and insightful story of our *Star Wars* poster past.



TEASERS

POSTERS CIRCA 1976

In December 1975, 20th Century Fox "green lighted" *Star Wars* in hopes of releasing it the following Christmas with the first sales push directed at theater owners. "I did a presentation for a 20th Century Fox sales convention," says Charles Lippincott, publicist for the fledgling *Star Wars* Corp. "It was called 'Twenty-Six for Seventy-Six,' and it took place in January. Fox presented its movies for 1976, and I did a slide show using the Ralph McQuarrie and Joe Johnston art to tell the story of *Star Wars*."



COMING
TO
YOUR
GALAXY
THIS
SUMMER.

STAR
WARS

MEET LUCAS THE MAN WHO BROUGHT YOU AMERICAN CREATURE. NOW BRINGS YOU AN
ADVENTURE AS BIG AS THE COSMOS ITSELF. STAR WARS THE STORY OF A BOY, A GIRL, AND A
DARK FORCE IT'S A SPECTACLE EIGHT YEARS AHEAD OF ITS TIME FROM 20TH CENTURY FOX.

It was hoped that *Star Wars* would garner advance bookings of about \$10 million; it ended up with less than 20 percent of that. "The distributors absolutely sat on their hands," adds Lippincott. It was Fox's first indication that *Star Wars* would be a hard sell. This large poster (far left, 40" x 60") printed for the event exhibits the silver-on-black design style that was later used on the first *Star Wars* teaser posters (above).

In July 1976, Lippincott took about 1000 of Howard Chaykin's *Star Wars* Poster #1 prints (left) to sell for \$1.75 to comic-book fans at the seventh annual San Diego Comic-Con. Today, this poster sells for several hundred dollars.



MCQUARRIE CONCEPTS

In this luminous poster concept by Ralph McQuarrie (left), the artist slapped on the credit block from the film *Where the Red Fern Grows* (a boy-and-dog movie from 1974) to give a quick sense of the overall composition.

Another early poster concept by McQuarrie (below), established Darth Vader in a looming position over the heroes, a stylistic theme that would be carried through on almost all subsequent *Star Wars* posters.

In this early McQuarrie concept for "The Star Wars" (below left), Han Solo looks uncannily like a certain young filmmaker, and Luke is portrayed in one of his many script incarnations, this time as a girl.

Story: JAMES HENNINGSON - JERRY CAULFIELD - JACK CONNOR - LARRY CHAPMAN
 Produced by JERRY CAULFIELD - Directed by JERRY CAULFIELD
 Executive Producer: JERRY CAULFIELD - Screenplay by JERRY CAULFIELD and LARRY CHAPMAN
 Executive Producer: JERRY CAULFIELD - Screenplay by JERRY CAULFIELD and LARRY CHAPMAN
 Executive Producer: JERRY CAULFIELD - Screenplay by JERRY CAULFIELD and LARRY CHAPMAN



OTHER EARLY CONCEPTS

Jeff Jones joined the likes of Chaykin, Philippe Druillet, John Berkey, and other comic-book and fantasy artists in submitting poster concepts (left) to the fledgling Star Wars campaign.



This sketch by John Solie (right) appears to have been done very early in the conceptual stages of the campaign and seems to be inspired visually by the style of fantasy artist Frank Frazetta. Though Frazetta was an early candidate to do the poster artwork, other obligations prevented him from submitting a concept.





Polish-born Wojtek Siudmak, a self-proclaimed "fantastic hyperrealist," painted this spiritually charged concept (left) for *Star Wars*. Like many early concepts, Han Solo and Chewbacca are strangely absent from the composition. Siudmak went on to illustrate a surreal series of *Star Wars* book covers for a French publisher.



Drulllet, known in the 1970s for his *Lone Sloane* comic series, incorporated his characteristic symmetry into this concept poster (above) for *Star Wars*. This artwork may have been conceived for the French release.



An uncharacteristically straightforward composition (left) used bold shapes to frame its design. Obi-Wan's yellow blade was resurrected a year later by Kenner Products for its inflatable lightsaber toy.



After this photograph of Jim Campbell's *Star Wars* poster concept (left) was taken, changes were made to Luke and Leia at the art director's request. By the time they were completed, the marketers had decided on a different look altogether.

John Berkey, who submitted no less than six concept sketches to the *Star Wars* campaign and ultimately landed the cover of the novelization's second printing, remembers being asked to include Alec Guinness in at least one of his poster concepts (right).



Once upon a time, a long, long time from now, a vast, dark empire will reign in terror and oppression to the furthest reaches of the galaxy.

There will be but one faint flickering hope against this sinister, awesome power.

A secret alliance of heroic freedom fighters, led by a pure and gallant young man, must wage an epic war in outer space to rescue a princess and vanquish forever the forces of darkness.

No legendary adventure of the past could ever be more exciting than this legendary adventure of the future.



TOM JUNG'S STYLE "A" POSTER

Tom Jung completed several preliminary sketches for *Star Wars* that were used in mock-up stats like this one (left), which calls the story a "legendary adventure of the future." Peter Cushing had been the subject of many Jung-designed horror posters of the 1960s, so Cushing naturally found a place in one of Jung's early *Star Wars* sketches.

Jung's one-sheet artwork (left) originally appeared more star-filled than the final version and also lacked the droids in the background. Marketers had determined that the hardware elements of *Star Wars* should be downplayed in the print campaign, primarily to avoid alienating women from wanting to see the film.

Therefore, Jung put Luke and Leia in the fore, relegating Vader, the Death Star, and X-wings to the rear. A second artist later added the droids (below).



MARK HAMILL • HARRISON FORD • CARRIE FISHER
PETER CUSHING
ALEC GUINNESS

PAPUZZA

Strangely, the final artwork (left) chosen for the Italian two-sheet by Papuzza was a far cry from the more accurate likenesses depicted in his concept art seen below.



This striking horizontal concept by Papuzza (left), which seems to play up some of the hardware seen in the film, was sadly not used for the Italian campaign.



From the Desk of
Ralph McQuarrie

candle drips
wax

dark
background

Mechanical
forms silver
& grey on
white background

white
table
cloth



STAR WARS TURNS ONE

This early birthday poster concept (above left), scribbled on McQuarrie's personal stationery, is one of several found in the Lucasfilm Archives.

An unattributed design similar to this one (above right) also exists and is rendered in the signature style of concept artist Joe Johnston.

According to *Art of Star Wars* editor Carol Titelman, photographer Bob Seidemann actually shot the photos (above) originally intended for the first anniversary poster in her La Jolla Avenue apartment in Los Angeles. Thinking ahead, Seidemann shot the droids with one, two, five, and 10 candles on the cake.

May the Force be with you.



One year old today.

STAR BUCCANEERS

For the 1978 summer re-release (technically, a general release), marketers sought to reach the older, less-frequent moviegoer with a campaign designed to evoke the swashbuckling romances of the past. The famous *Star Wars* Style "D" poster artwork by Charles White III and Drew Struzan, originally conceived as a stand-alone image without the faux backdrop (left), delivered this message in spades. When it was discovered that the required scale of the credit block wouldn't fit in the space reserved by the artists, a "wild-post" look was adopted to enlarge the image area, giving the artists an opportunity to elaborate on the vintage look of the poster (near left).



Another variation on the swinging-rope theme, this concept (right) was painted by Dan Goozee with design work by Tony Sehniger and Associates as the agency was then known. A revision of this artwork removed Leia's go-go boots and added the droids to the background. Ultimately, however, the image was scrapped in favor of the White/Struzan illustration.

British artist Thomas Chantrell, who borrowed Struzan's Luke and Leia pose from the Style "D" poster, created this illustration (left), which was probably considered for the British campaign. Ultimately, however, England went with a different Chantrell composition, one that would become the famous *Star Wars* Style "C" poster (right).





By Brett Rector

Hasbro Battle Packs Hit the Front Lines

PLUS, MASTER REPLICAS UNLEASHES THE SECOND EDITION AT-AT



to the Emperor himself, this set also includes two Royal Guards, a stormtrooper, and an Imperial dignitary as seen in *Return of the Jedi*.

Assault on Hoth: Available exclusively at Toys "R" Us, this pack enables you to re-create the Imperial side of the battle of Hoth and comes complete with General Veers, three snowtroopers, and a probot. The AT-ATs are sold separately.

Jedi Temple Assault: Available exclusively at K-Mart, this set lets you re-create one of the most iconic scenes of Episode III: Anakin leading a clone-trooper battalion against the Jedi Temple. The pack includes three clones with their signature blue striping as well as a clone pilot.

Attack on Coruscant: Available exclusively at Target, this set includes Commander Bacara and four clone troopers as they head off to war against the Separatist army. It's also great for building your own Grand Army of the Republic.

IT'S THE REVENGE OF THE JEDI

Well, sort of. Code 3 Collectibles is again producing yet another outstanding 3D-sculpted poster; the latest masterpiece is based on the early teaser poster for *Return of the Jedi*. The mini format (4" X 6 1/4") is the same as *The Empire Strikes Back Advance One-Sheet* that appeared exclusively at Celebration III. The *Revenge of the Jedi* poster is set for a limited run of 1983 pieces, which corresponds to the year the film was released in theaters more than 22 years ago!



THE BATTLES RAGE ON!

Now you can create your own battles to span the entire saga with Hasbro's latest creation—Star Wars Battle Packs. Similar to the Cinema Scenes that have appeared since 1997, each pack comes complete with even more figures and accessories to appeal to both the young and the young at heart. Starting now through the end of the year, seven sets will be available with plans to continue the line in spring 2006. The first three sets will be available at most retailers, while the final four will be available at select outlets only. Each comes as follows:

Jedi vs. Separatists: Taking its cue from the *Clone Wars: Volume One* cartoon series that aired in Fall 2002 and Spring 2003, this set includes Obi-Wan, Anakin, and Yoda taking on Asajj Ventress and General Grievous. Each character

receives a brand-new sculpt, and the pack contains new snap-on accessories for Obi-Wan that match his battlefield attire.

Rebels vs. Empire: You can relive all the action from *A New Hope* and join heroes Han Solo, Luke Skywalker, and Chewbacca as they take on Darth Vader and his fearsome stormtrooper aboard the dreaded Death Star.

Jedi vs. Separatists: This pack combines memorable characters from both *The Phantom Menace* and *Attack of the Clones* by matching young Anakin with Jedi Knights Obi-Wan Kenobi and Mace Windu as they battle against popular baddies, Darth Maul and Jango Fett.

Imperial Throne Room: Available exclusively at K-Mart, this set is designed with Emperor Palpatine's chamber in mind and enables you to build your own entourage of Imperial troops. In addition





SPEED MERCHANTS OF THE EMPIRE

If statues and busts from the saga of movies are your thing, then listen up. New this fall from Gentle Giant Studios are three of the hottest items ever. First up is the impressive scout trooper statue, complete with speeder bike. This impressive collectible measures in at 12.5-inches long and 6.5-inches high, and includes a base for use on display. The production run is limited to 5000 pieces and will begin shipping in November 2005.

Also available are two fabulous busts from both the dark and light sides of the Force. First is the second bust modeled after the Dark Lord of the Sith, Darth Vader, which is a follow-up piece to the wildly popular collectible from 2002. For this second edition, the villainous Vader is posed battle-ready while brandishing his familiar red-bladed lightsaber. Next is the latest rendition of the wise Jedi Master, Yoda, as he is seen in *The Empire Strikes Back*. As is to be expected, both are highly detailed and expertly crafted, and each will be available in October 2005.

BATTLEFIELD: HOTH!

The All Terrain Armored Transport (or AT-AT) literally walked onto the big screen in 1980 with the release of *Star Wars: The Empire Strikes Back*. This titanic monster made an immediate and lasting impression upon millions of viewers worldwide. Employed by the Empire to strike terror into its adversaries, the AT-AT stood 15 meters high and carried numerous assault troops. It was unlike anything seen before, and it instantly became ingrained in the memories of science-fiction fans everywhere.

In the fall of 2004, Master Replicas, which up until that time had been known for its Limited Edition and FX lightsabers and its blaster replicas, unveiled the first studio-scale AT-AT. Working closely with Lucasfilm to establish the final overall look, this massive vehicle is comprised of more than 240 pieces with each one taking a team of model makers more than 30 hours to build and paint. The release met with much fanfare and sold out quickly. Because of the interest the product generated,

especially by those who were unable to obtain one, Master Replicas decided to produce a second edition.

Rather than simply copy what it had done the first time around, Master Replicas created a diorama featuring a different pose, a more battle-worn paint scheme, a snow base, and a perfectly scaled crashed version of Luke's snow speeder (which was cast from the original 5-inch long speeder miniature used in the production of *The Empire Strikes Back*). In addition, the latest AT-AT, which is limited to just 750 pieces worldwide, comes with a plaque signed by stop motion-animator extraordinaire Phil Tippett. Log on to masterreplicas.com for your chance to own one of these stunning pieces.





By Pablo Hidalgo and Bonnie Burton

Lights, Camera, Jedi: The Sets of Episode III

PLUS, THE CRUEL FATE OF SHAAK TI



REPORTING on *Star Wars* Episode III while it was being made came with its share of limitations. While readers of the 2003 Set Diaries relished the frequently updated inside reports, there were dedicated spoiler seekers who diligently analyzed each word, trying to dig beyond the vague glimpses. As most of the readers didn't want the secrets revealed that early in the game, the real detail of the diaries came in describing the movie-making process, not the fall-of-Anakin story. With that in mind, what we could and couldn't report on became clearly evident.

But the strangest limitation in describing the process was not being able to tell readers on which stages the crews were shooting. It was our understanding that this was for security purposes. We didn't want to announce which stages we were currently on (and given that we had taken over pretty much all of the stages, some of the guess work would have been eliminated), so in one of the Set Diaries, we had to invent names for the stages to describe the scale of the production. Rather than use their official numbers, we made up letters and jumbled the order a bit.

As the production is no longer in any danger from trespassing dumpster divers looking for souvenirs, *Insider* is finally free to elaborate on what happened on each stage. Here is a list of the sets shot in each stage, including the dates that they were used. Pay close attention to how quickly sets were used and discarded, and how the larger sets were efficiently used over multiple days of shooting. All dates are from 2003, and they do not include pickup shooting or ILM stage photography.

Stage 1

Living Room, Padmé Amidala's Apartment (July 2, 3)

Bedroom, Padmé Amidala's Apartment (July 3)

Alderaan Cruiser Conference Room (July 28)

Bluescreen: Count Dooku element for duel (July 31, August 1)

Revolve: Elevator Lobby, General's Quarters, Trade Federation Cruiser (July 31)

Bridge, Trade Federation Cruiser (August 1, 4, 5)

Revolve: Elevator Door, Trade Federation Cruiser (August 13)

Wide Hallway, Trade Federation Cruiser (August 19)

Utapau Landing Platforms (August 20, 21)

General Grievous' Starfighter Cockpit (August 21)

Utapau Dragon Corral (August 21)

Pipes Over Hangar Bay, Trade Federation Cruiser (August 22)

Revolve: Hangar Bay Door (August 22)

Mustafar Control Room Balcony (August 29)

Pipes Across the Lava, Mustafar (August 29, September 1)

Volcano Edge, Mustafar (September 1, 2)

Utapau Caves (September 5)

Beacon Transmitter, Jedi Temple Computer Room (September 5)

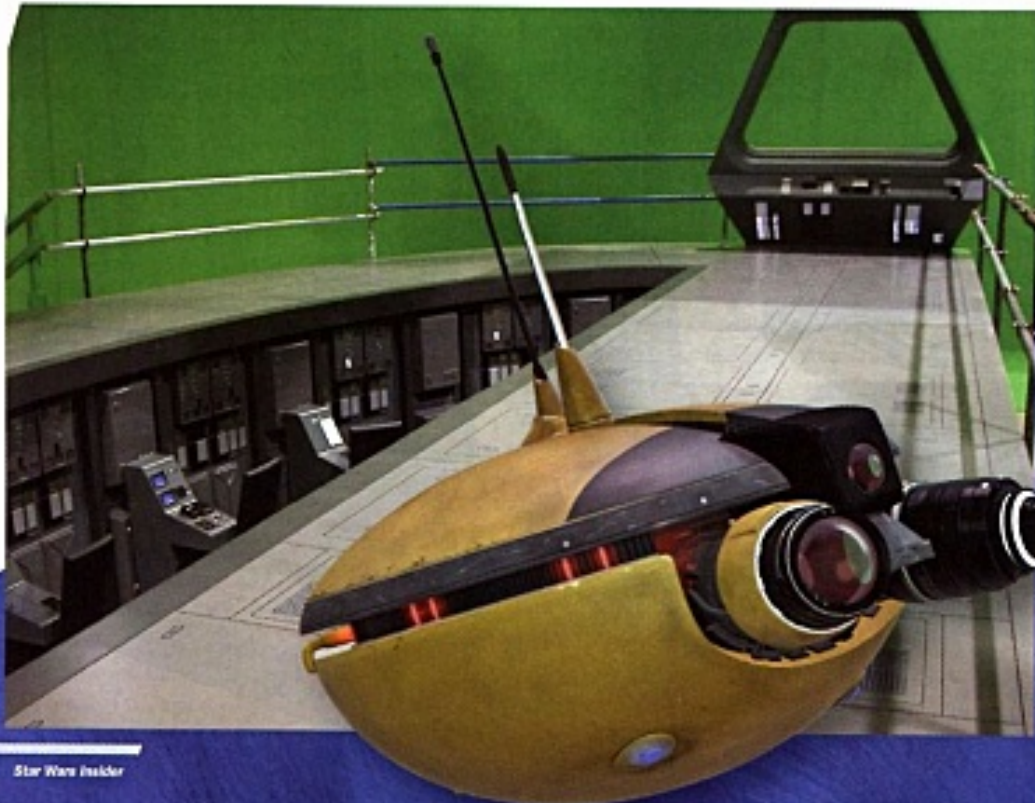
Stage 2 (Webcam Accessible)

Elevator Lobby, General's Quarters, Trade Federation Cruiser (June 30)

Hallway, Trade Federation Cruiser (June 30)

Elevator, Trade Federation Cruiser (July 1)

Elevator Shaft, Trade Federation Cruiser (July 1, August 13)





Padmé's Veranda (July 4, 7, 8, 9)
 Jedi Temple Briefing Room and Hallway (July 8)
 Bluescreen: Wire Work for Trade Federation
 Cruiser Bridge Window Blowout (August 13)
 Underwater Generator Room, Trade Federation
 Cruiser (August 14, 15)
 Underwater Utapau Sinkhole (August 14, 15)
 Vent Shaft, Trade Federation Cruiser (August 15)
 Mustafar Conference Room (August 25)
 Passages to Control Center, Mustafar
 (September 9)

Stage 3 (Webcam Accessible)

Clone Landing Platform (July 9)
 Coruscant Industrial Landing Platform (July 22)
 Republic Gunship (July 22)
 Senate Office Landing Platform (July 22)
 Senate Office Building Main Hall (July 23)
 Alderaan Palace Balcony (July 30)
 Bail Organa's Speeder (July 30)
 Mustafar Landing Platform
 (August 6, 7, September 2)
 Padmé's Landing Platform, Coruscant
 (August 12)
 Greenscreen: Cockpit, Naboo Skiff (August 12)
 Collection Panels, Mustafar (August 27)
 Floating Platforms, Mustafar (August 27, 28)
 Collection Tower, Collapsing Arm, Mustafar
 (August 28, 29)
 Greenscreen: Utapau Tenth Level
 (September 11, 16)

Greenscreen: Homestead, Tatooine
 (September 15)
 Greenscreen: Bridge, Trade Federation Cruiser,
 Upside-Down Anakin Gag (September 15)
 Greenscreen: Jedi Temple Training Room
 Hologram (September 15)
 Greenscreen: Mygeeto (September 15)
 Greenscreen: Naboo Main Square
 (September 16)

Stage 4

Bluescreen: Coruscant Ballet Box
 (July 18, 21)
 Bluescreen: Polis Massa Landing Platform
 (July 21)
 Lobby, Chancellor's Office (July 21)
 Galactic Senate Chamber
 (July 29, September 17)
 Bluescreen: Polis Massa Observation Dome
 (July 29)
 Bluescreen: Padmé's Casket, Naboo Main
 Square (August 8)
 Jedi Starfighter Cockpit (August 8, 11)
 Bluescreen: Mustafar Landing Platform, Padmé
 Is Thrown Wire Work (August 11)
 Main Collection Plant, Mustafar (August 26)
 Imperial Rehabilitation Center (September 1, 2)
 Bluescreen: Volcano Edge, Anakin Is Lifted
 (September 2)
 Bluescreen: Imperial Landing Platform
 (September 2)

Bluescreen: Inclined Elevator Shaft
 (September 10)

Stage 5

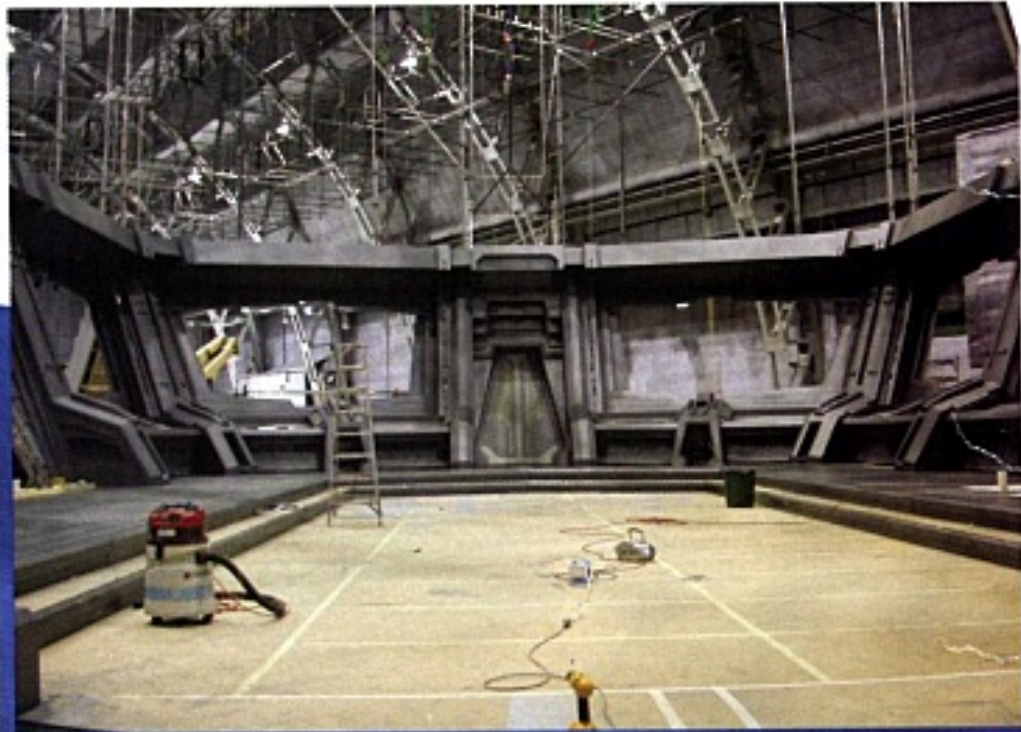
Jedi Temple Council Chambers and Hallway
 (July 10)
 Jedi Temple Landing Platform (July 28)
 Bluescreen: Padmé's Apartment, Bail Organa
 Pickups (July 28)
 Hangar, Republic Cruiser (August 12)
 Hangar, Trade Federation Cruiser (August 12)
 Jedi Temple Hallway and Alcove (August 18)
 Chancellor's Holding Office (September 16)

Stage 6

Bail Organa's Office (July 30)
 Jedi Temple Control Center (September 5)
 Boga (September 11, 12, 15)

Stage 7

Palpatine's Private Office (July 11, 15, 16, 18)
 Palpatine's Office (July 14, 15, 16, 17, 18)
 Bluescreen: Sidious Transmissions
 (July 17, September 5)
 Bluescreen: Yoda's Quarters, Jedi Temple
 (July 24)
 Alderaan Cruiser Hallway (July 24)
 Polis Massa Medical Center (July 25)
 General's Quarters, Trade Federation Cruiser
 (September 3, 4, 5)
 Mustafar Main Control Room
 (September 8)



THE CRUEL FATE OF SHAAK TI

Just by virtue of being Force-wielding guardians of peace and justice, every Jedi character in the *Star Wars* Prequel trilogy has a fan following of some sort. This makes Order 66 a bitter pill for some as their cherished heroes are roasted by blaster fire from their once-loyal clone troopers. But there's a greater indignity than getting shot in the back by your lieutenant: getting cut from the film altogether.

So, looking back at some of the earliest Set Diaries, there's an unasked question lingering over the reports of Barriss Offee, Luminara Unduli, Bultar Swan, and Shaak Ti undergoing makeup tests: "What happened?!" A thing to keep in mind about the Diaries published before the start of principal photography: Much of the crew in Sydney was working off an approximation of the shooting script.

It wasn't working in the dark, exactly, but the picture of what Episode III would finally be was definitely murky. As the shooting script was coming together, department heads were kept apprised of the story line as it affected them. They had already set up shop in Sydney, and the pressure was on them to produce with their staff and assets—they couldn't just sit around, after all. All manner of tests—makeup, camera, costume tests, et al—were well underway in May 2003 so as to be prepared as possible for when actual production began.

A printed chart of headshots that was labeled "Episode III Jedi" could be found tacked to the walls of the Hair and Makeup Department and the Creature Shop as we covered each test session. Sixteen Jedi were featured on the chart, not all of whom made the final cut.

Shaak Ti has the dubious distinction of being cut from the film twice. Originally, she would have been referenced in a line of dialogue during the opening space battle, a rarity when you think about it. No screen Jedi outside of Qui-Gon, Yoda, Mace, Obi-Wan, and Anakin have been identified by name in the Prequels.

ANAKIN: The last message we had from Master Shaak Ti, she was still with the Chancellor.

OBI-WAN: She's the most cunning of Jedi. She's even shown me a few tricks. They won't catch her.

ANAKIN: Artoo, trace Shaak Ti's homing signal!

Artoo's scan produces the command ship on Anakin's scopes, the one "crawling with vulture droids," and then the film weaves into now-familiar territory. But in the script and during production, Shaak Ti continued to be referenced in place of the Chancellor, until Obi-Wan and Anakin discover her in an abandoned corridor, sitting strangely despondent on the floor.

That was shot on Tuesday, August 19, 2003, the 37th day of shooting. Stage 1 housed the "wide hallway" set for the Trade Federation

cruiser and also doubled as the stretch of corridor where Anakin, Obi-Wan, and Palpatine get caught in Grievous' ray shields (which was shot the same day).

It was easy to feel bad for Shaak Ti that day. She was so passive and broken, sitting on that grimy floor with General Grievous towering behind her in our imaginations. Making her all the more sympathetic were the huge black contacts that actress Orli Shoshan had to wear while filming to complete her alien look. Shoshan had a hard time refraining from tearing and blinking while wearing them, something that George Lucas and John Knoll felt confident they could reduce in post if necessary.

Duncan Young, the offscreen dialogue reader, stood in as Grievous, standing atop an apple box behind the seated Shoshan. He read Grievous' dialogue with a snarl, coached by Lucas to approximate actor Lionel Stander's vocal qualities. "Shaak Ti," says Grievous, "your lightsaber seems a little battle worn. It will need considerable cleaning, but it will do the job."

There's a sharp intake of air from Shaak Ti as she arches her back while Grievous stabs her through the heart. Her body slumps and Anakin and Obi-Wan turn grim.

"It was something I thought was great," said Concept Artist Ian McCaig at the time. He, along with Derek Thompson, helped develop the sequence in preproduction through storyboards.



"It's a way of introducing Grievous the way Vader was introduced to us, when he strangles that Rebel officer. You know he's a bad guy."

But the opening sequence aboard the cruiser was running too long. It was taking too much time to get into the meat of the story—the story of Anakin's fall—so Lucas excised much of the serial-type high jinks. Shaak Ti was a victim of those cuts, and all reference to her at the start of the film was removed, sparing her a grisly death in the process.

However, Shaak Ti tenaciously continued to cling to life. While the artists at Cartoon Network were developing the *Star Wars: Clone Wars* micro-series, they thought to explain her absence from the start of the film by having her die at Grievous' hands in their series, an idea that was rejected. There was something about the image of Shaak Ti convulsing as a lightsaber speared her heart that stuck with Lucas, and she again faced an unseen executioner in front of cameras a few months later.

During the pickup shoot at Shepperton, Shoshan was scheduled for a single scene of shooting. She traveled from Australia to London to brave the makeup process again. The new scene was eerily similar to the previously cut scene, but instead of sitting on the floor, Shaak Ti sat on one of the thick disc-like ottomans that Jedi have in their private quarters (Knoll referred to them as big wheels of cheese). The slatted window shade casts a film noir shadow on her. Hayden Christensen, wearing his dark hood up, steps into the frame. "What is it, Skywalker?" asks Shoshan. There's no answer, other than a stab in the back.

It took many takes to satisfy Lucas, something that was profoundly felt by much of the crew as it was the last day of a very busy two weeks worth of shooting. Most of the morning of September 3, 2004 was dedicated to Shaak Ti's demise. But for all that effort, it was cut from the movie (a scene of her in the Temple did make it into the novel, though).

Ultimately, this murder raised more questions and was incongruous with the preceding shots of Anakin marching up the steps of the Jedi Temple with a column of clone troopers. Surely troopers weren't waiting patiently at the door while Anakin killed Shaak Ti, but if they were storming the temple, why was Shaak Ti meditating? How did she not know that her brethren were dying just outside her door? Ultimately, it didn't work cinematically, but that's what editing is for.

For those who wonder, the long lead times of toy and merchandise production accounts for Shaak Ti being a featured Episode III product

despite her minimal presence in the film. She is in the movie...just briefly. When Yoda confers with a holographic Jedi Council while on Kashyyyk, Shaak Ti is among one of the tiny tabletop projections. In this case, she was played by ILM Production Manager Maria Brill, shot against bluescreen while sitting in a Jedi Council chair. By looking at the webcam archives, the filming of this scene happened on January 6, 2005, at 11:03 a.m.

THE JOURNEY

Hyperspace members have been peering at the behind-the-scenes progress of Episode III since 2003 with the Making Episode III webdoc series, Set Diaries, Post Notes, and more. But the journey actually began almost three decades ago, when Lucas sought to make real a fantastic space adventure that no one thought filmable. The journey's end is here with the explosive and emotional finale of *Revenge of the Sith*, and fittingly, *Star Wars* ended in the very studio where it began—at Elstree Studios.



"I'm happy that it's finally finished and it's one film instead of six films. That's what I've been working toward. And the fact that I actually did finish it and the world is still here, and I'm still alive, is the most gratification that it's complete now."—George Lucas, filmmaker

"We've been working with the same group of people for 16 years. We started off with *Young Indy*—we did that for five years—and then we were able to carry everyone on for the last 10 years. So all together, we've had this remarkable journey. It rarely happens in the film history, and it's really a wonderful aspect of the whole saga of making the films."—Rick McCallum, producer

"It's very sad when we had to say our goodbyes, but it's never for good, it's *Star Wars*—it's a family. It's a bit of a fraternity that you'll carry on with you for a very long time to come."—Hayden Christensen, actor/*Anakin Skywalker*

"Even if all the other things I've done go away, this will be the one thing that's everlasting."
—Samuel L. Jackson, actor/*Mace Windu*

NEW HYPERSPACE FEATURES, INCLUDING AUDIOCASTS AND A STAR WARS INSIDER ARCHIVE

Since the launch of *starwars.com* Hyperspace, members have been able to see images, watch video, and read stories not found anywhere else. With the recent launch of Hyperspace AudioCast, members can download and listen to exclusive content, such as interviews, event coverage, and archival audio dating back to the first trilogy. Best of all, members are given the choice of listening to these exclusive clips on the site or downloading the content onto an MP3 player for on-the-go enjoyment.

But AudioCast isn't the only new feature Hyperspace members can expect. Be sure to take a look at the *Star Wars Insider* archive, which contains classic magazine issues; the Galactic Gallery, which features concept art from the entire saga; What's the Story, which enables fans to contribute to the Expanded Universe by writing original backstories for *Star Wars* characters, vehicles, and weapons; and Untold Set Diaries, which reveals inside tales from the making of Episode III that couldn't be told until now. Log on today and check back regularly because there are more features in the works.

MORE VIPS JOIN STAR WARS BLOGS

The response to *Star Wars: Blogs* for members who wanted to review the film and to share memories of their favorite *Star Wars* saga moments has been tremendous. Not only are fans excited about the blogs but so are the Lucasfilm cast and crew who have agreed to write VIPs blogs, including actors Daniel Logan (Episode II Boba Fett), Warrick Davis (Wicket), and Matthew Wood (General Grievous).

To read more than 900 blogs covering such topics as the films, collecting, the Expanded Universe, gaming, fan activities, and more, visit blogs.starwars.com.

In Mexico with the Other Boba and 2 Darths By Daniel Logan

Well, this is my first blog—not just on this site but anywhere! To be honest, I don't even know what "blog" means, but I am glad to be able to do them.

So, down to business. I [recently went to Mexico] with Jeremy Bulloch, David Prowse, and Ray Park to a city called Merida. We [were] all attending a convention put on by the local *Star Wars* fan club. It is a lovely city close to many Mayan pyramids and is about a 30-minute plane ride from Cancun. The fans [were] great and it [was] a wonderful event.

I was also at the AFI awards for Lucas on June 10. It was wonderful. I met many new people and

saw many old friends as well. William Shatner was hilarious as was Tom Hanks. Carrie Fisher was amazing. I was honored and proud to be part of the event. And once again, congratulations George, you deserve this award. I am sure everyone else would agree.

Nice Little Package

By Pabawan

There'd be fewer blogs if it went a little something like this....

INT. POLIS MASSA MEDICAL CENTER

OBJ-WAN: Hold on, Padmé. You'll be all right.

PADMÉ: ...Obi-Wan...the children...you must.

BAIL: Master Kenobi, I was thinking.

OBJ-WAN: What? Senator Organa, I'm—

BAIL: You should probably consider an alias. A pseudonym. A way of avoiding the Empire.

PADMÉ: Please...there is still good....

OBJ-WAN: Could this at all wait, Senator Organa?

BAIL: I was thinking something simple. A name like Ben, perhaps?

PADMÉ: Obi-Wan! There is still good....

OBJ-WAN: What?

BAIL: Ben. It's a nice name. I think one of the Boonta Eve Podracers had that name.

OBJ-WAN: I didn't actually see that Podrace.

BAIL: Really? I thought you said that when you met Anakin he already was a great pilot.

PADMÉ: GAHH!!! UGH...

OBJ-WAN: He was. I just heard about it after the fact. Qui-Gon was at the race. He told me all about it.

BAIL: Qui-Gon? You didn't mention that.

OBJ-WAN: Well, I don't mention him very often. He's dead, you know.

PADMÉ: GAAAAGH!

BAIL: Yes. I can see how that would stop you from bringing him up during a casual aside.

OBJ-WAN: So, Ben, you say?

PADMÉ: AAGGHHHHH...

BAIL: Yes. Ben Kenobi. Well, you should probably drop the last name. But either way, it rolls off the tongue.

PADMÉ: GAAAHHH...ARRRRRAAAGH...

OBJ-WAN: All right. From this moment on, I'll be known as Ben Kenobi and will not go by any other name.

PADMÉ: UUGHHHH...OOHHH...

BABY: WAAAAGH!

MEDICAL DROID: It's a boy.

OBJ-WAN: I should make a note of this moment. I'll probably want to recall it later.

And Also...

EXT. MUSTAFAR—LAVA RIVER

OBJ-WAN: You were the Chosen One! It was said you were to bring balance to the Force, not leave it in darkness!

ANAKIN: I hate you!

OBJ-WAN: You were my brother, Anakin. I loved you.

ANAKIN: (catches fire) MuuAAAAARRRGHHH!

OBJ-WAN: I'm taking your lightsaber now. Unless you say otherwise, I'm going to assume you would have wanted this passed on to your offspring.

ANAKIN: GAAAAHHHH!!! RAAAAAGHHRRRR!

OBJ-WAN: I do not hear any objections. I am also assuming that you would have wanted him to have it when he was old enough.

ANAKIN: AAAAA!

OBJ-WAN: Right oh, then.

And Maybe...

EXT. ALDERAAN BALCONY

QUEEN ORGANA: Oh, Leia. You will so love Alderaan. It is your home, my little young one.

BAIL: She is truly wonderful. But I feel that she should perhaps know her real mother and the sacrifice she went through to bring her into this world.

QUEEN ORGANA: Can we risk it?

BAIL: A few images in her room would not draw much attention, I think.

QUEEN ORGANA: What did you have in mind?

BAIL: Well, I had the R2 unit provide me with some holograms. What do you think?

QUEEN ORGANA: She looks rather sad in that one.

BAIL: There's more. This one?

QUEEN ORGANA: Eh...still pretty sad.

BAIL: You're right. Let's go through these. Sad. Sad. Sad. Wow, these last few years were a veritable drought for smiles.

QUEEN ORGANA: Do you have any of her looking kind?

BAIL: Sad. Sad. Sad. Oh, what about this one?

QUEEN ORGANA: That's kind of sad.

BAIL: Sad. Sad. Sad. I'm going to switch to the second disc.

QUEEN ORGANA: That one isn't too bad.

BAIL: She's still sad.

QUEEN ORGANA: True, but she looks kind and sad.

BAIL: Okay, we'll go with it.

And...

EXT.—TATOOINE—MOISTURE FARM—DUSK

OWEN: Was that the Jedi who called ahead?

BERU: Yes. Obi-Wan Kenobi. He dropped off the baby as he said he would, but didn't otherwise say a word.

OWEN: Blasted Jedi. Why must they complicate things? He could have at least said a thank you.

BERU: He said so on the com earlier....

OWEN: Don't make excuses for him, Beru. It's like I always said: Anakin should never have gotten involved with them.

BERU: You always say that?

OWEN: Yes, once Shmi moved in with us and I saw how much she missed him. I said he should have stayed here—when he was nine—and not gotten involved with the Jedi.

BERU: Oh.

GALACTIC GALLERY

Here's a showcase of the amazing concept art that helped translate George Lucas' imagination into reality.

The Grass Planet (1)

These organic mound-like structures dominated the grassland planet of Sicemon, a world that appeared in the early story drafts of *Return of the Jedi*.

Markers Are Placed (2)

Though unseen in the finished film, Norman Reynolds developed a design for the spidery sentry markers that denote the outer perimeter of the Rebel's Echo Base on Hoth.

Hutt Hotties (3)

Among Jabba the Hutt's decorative baubles are beautiful aliens of exotic background as illustrated in this piece by Terry Whittatch for the arena box sequence in Episode I.

Portrait of Padmé (4)

San Jung Lee explores a sleek headdress design for Padmé Amidala to wear in *Revenge of the Sith*.

Danger Is Afoot (5)

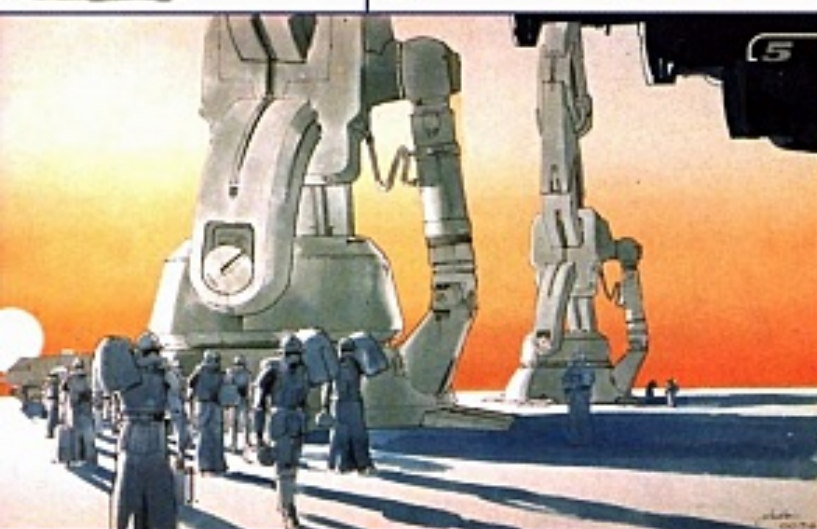
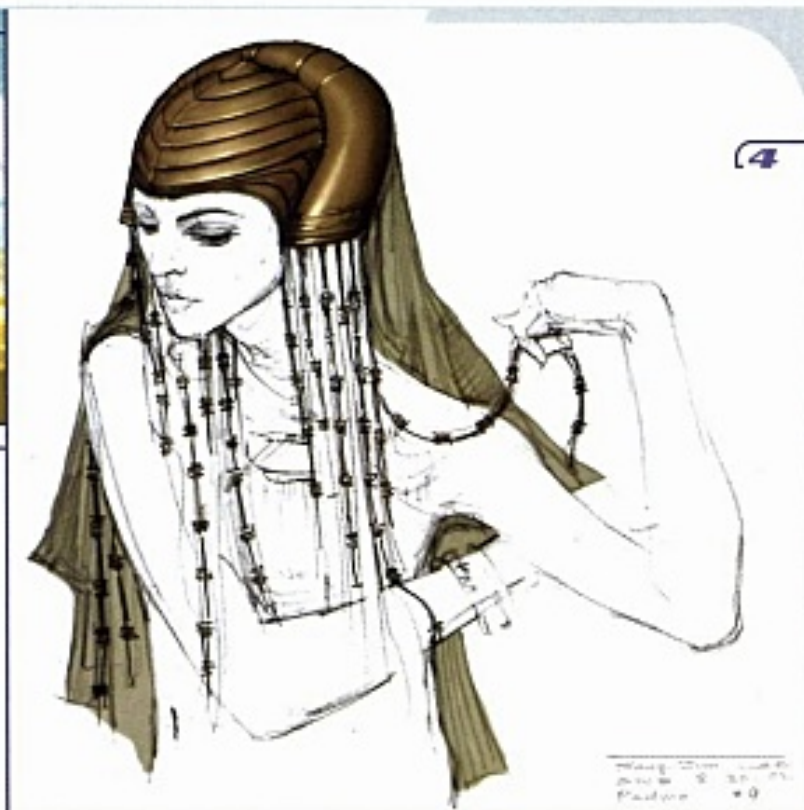
Elite Imperial troops prepare at the foot of their massive assault vehicles in this early concept work by Joe Johnston for *The Empire Strikes Back*.

Hot Seat (6)

In the early story treatments of *Return of the Jedi*, the Emperor ruled the planet from a throne room sunken deep within the capital world, overlooking a lake of lava.

Paddlewheel Cruiser (7)

Erik Tiemens' design for a "rotor ship" cruiser made it as far as a preliminary digital model, but it did not appear in the finished space-battle sequence of Episode III. ☐



VOL. 15

BANTHA TRACKS

BY THE FANS.
FOR THE FANS.



THE ART OF DARTH VADER

The mighty Dark Lord of the Sith, Darth Vader, has inspired writers, fan filmmakers, costumers, and artists the world over since *Star Wars* first screened in 1977. After the prequels, however, the character became all the more complex and tragic. We watched the talented and generous Anakin Skywalker evolve, and then devolve, from the most promising Jedi of his time to the twisted Vader, and we beheld him in terror but with a new respect.

Bantha Tracks readers of all ages sent in their original Vader art to celebrate this past "Summer of the Sith," a summer when Darth Vader ruled the box office and our imaginations.



Rise Lord Vader

^ Rise Lord Vader by Zach McCauley of Winchester, Virginia

< Jeremy Allen Warner drew Darth Vader communicating with his master, then touched it up and added some features with PhotoShop.



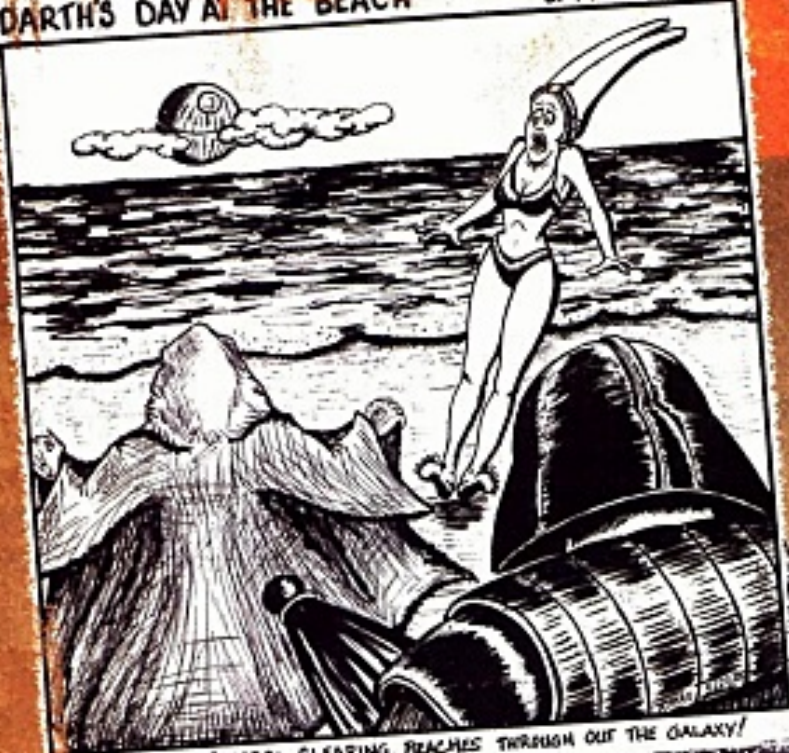


^ Before the Dark Lord Vader, there was Anakin Skywalker. Crina Magallo, age 9—yes, that's age 9—created this drawing of Anakin Skywalker, capturing his brooding intensity. "Crina drew this for me right before I left for Celebration III," says William Magallo, who aptly signed the letter "Proud Father."

< Dennis James Gergel Jr. of Bradenton, Florida, sent Bantha Tracks this amazing envelope art that captures Vader's mood and stance.

DARTH'S DAY AT THE BEACH

BY A. KIMMEY



THE SITH SPEEDO: CLEARING BEACHES THROUGH OUT THE GALAXY!

< Cartoon by Aimee Kimmey, Steamboat Springs, Colorado. "While in Indianapolis for the second Star Wars Celebration, I had a horrific thought," writes Kimmey. "What if Vader and the Emperor took a day off from terrorizing the galaxy to go to the beach?"



^ Vegetable as Vader art form. Maureen Kuppe carved the glowing Sith Lord into her Halloween pumpkin.

> Licio Rubira, an artist in Sao Paulo, Brazil, created this work of Vader and select ships from his Imperial starship

Acrylic painting of Darth Vader by Weldon Lewis of San Antonio, Texas. If this Vader is any indication of Lewis' talent, our Bantha Tracks editor is considering going to San Antonio for a Weldon tattoo at Mr. Lucky's, the parlor where Lewis works as an artist.



REVENGE OF THE SHEETS

Star Wars Dream Bedroom for the Kid in Us All



Mac Maedke strikes a pose in his Star Wars bedroom. The redecorated room was this year's birthday gift from his parents, Dionne and Tom Maedke.

Mac Maedke of Kenosha, Wisconsin, had his birthday wish come true when his parents, Tom and Dionne Maedke, created a Star Wars bedroom just for him. The bedroom started as merely a wish from the five-and-a-half-year-old Mac, but Dionne, an interior designer by education and trade, knew that re-creating her son's bedroom was well within the realm of possibility.

"I love design and sharing ideas," says Dionne. "The best part about design is that no one has to be an expert or schooled in design to be great at it or simply enjoy it."

While Dionne has been a Star Wars fan all along, Tom says he has only "converted" in the past six or seven years. Now the entire family

has been swept up by the Star Wars phenomenon. Daughter Julia, 9, re-creates the characters of the saga through her art, and four-year-old Aubrey is reported to do a spot-on General Grievous impersonation.

The family put their creative minds together and came up with a great space that not only showcases Mac's love of Star Wars but also gives him a place to play and be with the things he enjoys.

"After the enthusiasm and enjoyment that I have seen in my kids from the Star Wars world," says Tom, "I am convinced that these films will live on for eternity simply based on how they can influence and impact each passing generation."

> Mac's room is "very practical for a five-and-a-half-year-old," says his mother, Dionne. "It's basically a backdrop for the things he enjoys."



Sith dreams

PANTHA TRACKS
BY THE FANS.
FOR THE FANS.



▲ The locker acts as a dresser for Mac's clothes. His toys, including the rest of his Star Wars toys, are stored in plastic bins under the bed. The ceiling of Mac's room is painted black with glow-in-the-dark stars and Star Wars starships.



▲ The Maedkes painted the bed frame grey and added new Star Wars sheets by Dan River and a simple black comforter. Basic black and grey furniture make it easier to change sheets and other styles in the room in the future.

Tips for Creating a Custom Star Wars Bedroom

Thanks to Dionne Maedke, interior design major and mother of Mac, for sharing her inside tricks on creating a Star Wars bedroom fit for a Jedi of any age.

- If the room is for a child, be sure to enlist their creative talent. Find out what they want to display, what is important to them. Dionne encourages parents to listen to ideas from the entire family. "You may be amazed by the creativity you find," she says.
- Dionne recommends selecting a focal point first. In the case of Mac's room, it was the window blind (by 3-Day Blinds) that he chose, featuring the lightsaber battle between Obi-Wan Kenobi and Anakin Skywalker. After selecting this focal point, Dionne color-matched the blue on the walls to the blue in the blind.
- Be sure to purchase high-quality paint, especially when working in dark colors. "A lesser quality paint will take many, many coats, and your project then becomes a hassle rather than fun," says Tom.
- For the "lava wall," Dionne selected a deep-red paint to match a color in the Trends International posters. After first priming the wall with grey, she and Tom painted two coats of the red, then washed black and orange glaze over the top.
- The ceiling is painted black, which Dionne says took three coats. Glow-in-the-dark Star Wars ships and stars adorn the homemade night sky.
- A combination of inexpensive, adjustable floor lamps and clamp lights in the corners spotlight special figures and prized collection pieces, in Mac's case his Hasbro Star Wars Unleashed figures.
- Black shelves and frames act as accents that highlight the toys, pictures, and posters.
- Paint existing furniture basic black and grey, and the room will adapt easily to future design changes. The window blind can be changed to a different image as well.
- Dionne reminds room redecorators that there is no right or wrong way to create a Star Wars bedroom or any room. "Trust your instincts," she concludes.



▲ "Mac came up with the idea of having an orange 'well of lava,'" says Dionne. "The color combinations of blue and red-orange in the posters solidified our color decisions."

FAN.TASTIC

Near the end of one of the three George Lucas presentations and Q&A sessions at Star Wars Celebration III, Master of Ceremonies Jay Laga'eia requested that a child take the microphone for the final question. Tyler Hamrick, age 8, responded not with a question but with a simple but heartfelt "thank you." He was then invited on stage to shake hands with Mr. Lucas.

"Tyler suffers from a variety of genetic disabilities," writes Tyler's father, Jon Oeschger, "but none were evident that day as his huge heart and indomitable spirit helped him achieve a new role as unofficial fan ambassador...if only for that brief moment."

Jon, and Tyler's mother Terry Hamrick-Oeschger, say that throughout the remaining Celebration weekend they received many expressions of kindness from fans and families who shared Tyler's sentiment. Some, including a few cameramen, confessed that Tyler's exchange with Lucas moved them to tears.

"Our favorite memory was Mr. Lucas smiling down from the stage as Tyler went back to his seat," says Jon. "It was a silent acknowledgment

of a job well done that only parents can understand. And so to Mr. Lucas we say, to paraphrase our son, 'Thank you for the last 30 years and a job well done.'"



"Celebration Padawan. Tyler Hamrick of Glen Burnie, Maryland, was invited on stage to shake hands with George Lucas at Star Wars Celebration III in Indianapolis this past April. Tyler's simple 'thank you' to Mr. Lucas successfully imparted the gratitude of thousands of fans at the show and of millions worldwide."

THE WAY WE WERE

Brett Rector

"Throughout my life, many things have come and gone, but the one thing I could always count on was Star Wars," states Brett Rector, who is shown here during Christmas of 1978. "I was fortunate enough to have lived during the initial release of the first Star Wars trilogy, and when I was seven years old I saw A New Hope seven times during its first year of release."

Rector, who is now the editor-in-chief of Star Wars Insider, remembers being completely engrossed in that galaxy far, far away. "Prior to seeing the first movie, I was really into Star Trek and Captain Kirk, but my focus quickly shifted once I saw Darth Vader stride aboard the Tantive IV. It was

magical," he says. "After that, I really couldn't get enough Star Wars."

Early on, Rector became a rabid collector of Kenner's toy line, purchasing his first two action figures at a Safeway in Walnut Creek, California. "I bought a Darth Vader and a stormtrooper with money I received for Easter, and I've been collecting ever since." Some of his most prized possessions are the complete first set of Clone Wars maquettes from Gentle Giant Studios and Mediam's Star Wars Kubricks, series one through four. But his favorite collectible is an original 12-inch Vader. "My dad gave it to me for Christmas back in the day, and I have it in a place of honor in my home office. It would be that one item I'd save if my house were on fire."



STAR WARS IS FOREVER



EDITORIAL

Anakin Skywalker Changed My Life



These past weeks in Bantha Tracks Online (www.starwars.com/hyperspace/member/banthaonline/), I've been running a Top 10 series on favorite characters, and readers voted for their favorites from each of the six movies of the Star Wars saga. Votes for the prequels turned out as anticipated with Obi-Wan Kenobi, Darth Sidious/Palpatine, Yoda, and Anakin Skywalker/Darth Vader ranking high on the lists. The votes for the first trilogy, however, took me by surprise.

Maybe it's a "girl thing," but I think Han Solo owned the first trilogy. At the very least I expected that the Big Three (Han, Luke, and Leia) would lead the voting. On the contrary—characters who spanned the entire saga garnered the most votes: Obi-Wan, Palpatine, Vader, and Yoda. Luke fared well in *Return of the Jedi* as did Han in *The Empire Strikes Back*—but they did not dominate the trilogy—and Leia did not receive one vote for *Empire*.

I can't help but think that if the voting had taken place before the prequels that it would have been much different. The fact is, watching Anakin, Obi-Wan, Palpatine, and Yoda evolve through Episodes I, II, and III has changed my view, not only of each of them as characters but also of events in the entire saga. Though not quite ready to switch my favorite character from Solo to Vader, I admit that there are some first trilogy moments I cannot view the same way ever again:

Obi-Wan Kenobi in the Mos Eisley Cantina, *A New Hope*

Obi-Wan has a real history of lopping off limbs while he's having a cocktail. He also has had plenty of time to learn the first rule of avoiding confrontation in a bar, which is "Let me get you something." After watching the end of *Revenge of the Sith*, I can't help but wonder how long it had been, when Obi-Wan lopped Ponda Baba, since he had shown his true Jedi colors in public.

Yoda Hesitates To Teach Luke, *The Empire Strikes Back*

Up until the prequels, I believed Yoda really might have been hesitant to teach Luke. Now, considering Yoda and Obi-Wan were waiting in hiding until the time was right, I see their conversation as a tag team effort to gauge Luke's reactions. Sneaky Jedi they were.

Anakin's Spirit, *Return of the Jedi*

Next revision I want to see Obi-Wan's spirit as the hot, young Obi-Wan à la *Revenge of the Sith*. Kidding aside, it's fair that Anakin Skywalker returns as himself, before he turned into Darth Vader. The Hayden Christensen spirit at the end of the revised *Return* now emphasizes the good in Anakin for me far more than the previous version did.

Princess Leia

Getting to know Padmé Amidala, and to some extent Bail Organa, during the prequels gives me a deeper appreciation for the princess I have always admired.

Vader vs. Obi-Wan, *A New Hope*

I'll confess, but this confession can't go past these pages, all right? After watching *Revenge of the Sith*, the first time I saw Darth Vader and Obi-Wan confront each other in the hallway on the Death Star, I burst into tears. The emotion that the prequel backstory adds to this scene makes it one of my very favorites post-prequel. The B-side of this, however, is that the lightsaber duel needs a little brushing up. They're not THAT old!

The Star Wars saga will never be the same. *Revenge of the Sith* not only brought it all together, but it also added new depth and meaning to characters who have been loved for more than 20 years. But Palpatine over Han Solo? Never! At least not when I'm voting.

Get in Tracks!

Mary Franklin
Mary Franklin
Editor, Bantha Tracks



Tracking Ahead: The Sith are in the mail. Star Wars envelope art, featured in the next issue of Bantha Tracks in print!

Bantha Tracks Submission Guidelines

Any original art, envelope art, comics, illustrations, news, stories, meeting information, or any materials voluntarily submitted become the property of Bantha Tracks. No compensation will be given for voluntary submissions, and there is no guarantee of publication. Submissions to Bantha Tracks will not be returned. Each submission must include the creator's name, age, contact information, date the work was created, and a statement that the work is original, created by the person submitting it, and that the person is a member of Hyperspace: The Official Star Wars Fan Club. Send electronic files to banthatracks@insiders.starwars.com, or send your snail mail to Bantha Tracks, c/o Mary Franklin, Lucasfilm, P.O. Box 10228, San Rafael, CA 94912.




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StarWarsShop.com keeps a holiday tradition alive with Hasbro's all-new 2005 Holiday Vader Edition. Exclusive to StarWarsShop, this festive-looking figure brightens up the Sith Lord's dark side disposition with a striking vac-metallized red finish and special base designed in the tradition of past Holiday Edition Hasbro figures. Holiday Vader comes packaged with holiday-themed card art and will be sent well protected in an exclusive StarWarsShop-branded Star Case. These figures are limited, so be sure to get your order in to StarWarsShop.com early this year! ☆
***Unapproved prototype pictured. Final mold will change.**

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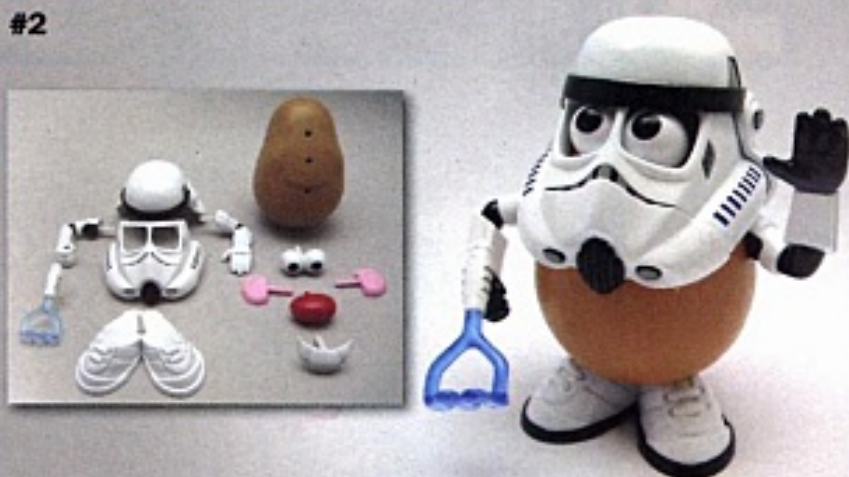
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COLLECTOR'S PICKS



Name: William Miyamoto

Job: Actor

Collecting Star Wars since: 1977

Favorite area of collecting: Everything and anything Star Wars, but especially vintage 4-inch figures, ships, and playsets.

Favorite Star Wars collectible: I have to choose one? A one-of-a-kind custom-made wedding band with my wife's name, Nicole, inscribed in Aurebesh.



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#5 Action Figure Display Diorama \$69.99
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THE M-PIRE

A



B



A

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C

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C



D

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E

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E



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B Emperor Palpatine Adult Costume \$59.99
The Emperor Palpatine costume includes a hooded robe and mask.

C Clone Trooper Child Costume \$59.00
The deluxe clone trooper child costume includes a jumpsuit with EVA pieces.

D Jedi Robe Adult \$49.99
The deluxe Jedi hooded robe is made of heavy weave material.



E TIE Fighter Collector's Helmet \$69.99
This TIE fighter collector's edition helmet is made with injection-molded plastic.

F Darth Maul Adult Mask \$19.99
The deluxe Darth Maul mask fits over the head.

G Supreme Edition Chewbacca Mask \$99.99
The Supreme Edition Chewbacca mask is covered with hand-layered multicolored fur. (Unapproved prototype pictured)

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COSTUMES



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The Darth Vader toddler fleece costume includes a headpiece and cape.
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The X-wing fighter pilot collector's helmet is made with injection-molded plastic.
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This scout trooper collector's edition helmet is made with injection-molded plastic.
- D Obi-Wan Kenobi Child Costume \$37.99**
The deluxe Obi-Wan child costume includes a tunic with shirt, pants, and belt.

- E Count Dooku Robe \$49.99**
The Count Dooku robe is made of heavy weave material and has a chain clasp.
- F Darth Vader Pet Costume \$14.99**
Dress up your pet as the Sith Lord Darth Vader.
- G Anakin Skywalker Child Costume \$39.99**
The deluxe Anakin Skywalker child costume includes a tunic with shirt, pants, and belt.
- H Supreme Edition Chewbacca Costume \$499.99**
The Supreme Edition Chewbacca costume is covered with hand-layered multicolored fur.
(Unapproved prototype pictured)



MORE MUST HAVES



A LEGO Death Star \$299.99 ☆

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D Yoda Ep III Standee \$29.99

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STAR WARS

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